

This is a version of the classic arcade game — turned on its side! The player attempts to knock out as many multi-coloured bricks from a wall on the opposite side of the screen.

The author reckons his version of Breakout is easier to play as you get more time to position the bat in time to hit the oncoming ball.

This version also includes a Hall of Fame feature which can hold up to five top scores. This is displayed at the end of each game. The last competitor's score is also displayed — so you know just what to beat when you are playing against friends.

When the game starts each player gets five balls — these are lost if they get behind the players' bat. The numbers below the row of bricks correspond to the score value of each brick. Each time all the bricks are knocked out the wall rebuilds itself and you get another crack at it — increasing your score.

The program is divided into three main parts. One to set up the screen, another to play the game and the third to update the Hall of Fame.

Part one sets up all the functions needed.

FN a(x): is used when doing fancy scoring, ie 006, 056 etc.

FN b(x): returns 1 if x is even. Used to see which part of a brick was hit.

FN c(x): returns 1 if x is odd.

Part one also sets up the Hall of Fame and calls subroutine to set up the user-defined graphics.

Part two allows you to move your bat and moves the ball according to the x-y directions in xm and ym. The variable xm changes when the ball hits the top or bottom of the screen and ym changes when the ball hits a brick, your bat, or the vertical wall on the right.

Part three tells the player if he or she is in the Hall of Fame and if so, asks the player for a name and stores it along with the score. It also asks if the player wants another game and if so jumps back to line 40.

```

N a(sc); SC: PRINT AT bx,by; PAPER
R 6; INK 6; "AT bx+(FN b(bx))-
(FN c(bx)),by; "AT bx+(FN b(bx))-
F sc/168=INT (sc/168); LET ym=-ym; I
AT ox,oy; PAPER 6; THEN PRINT
OR a=1 TO 3: FOR b=1 TO 40 STEP
S: BEEP .01,b: NEXT b: NEXT a: G
O TO 120
225 PRINT AT ox,oy; PAPER 6; IN
K 6; "
230 GO TO 150
1000 PRINT AT ox,oy; PAPER 6; IN
1005 LET last=sc
1010 LET ball=ball+1
1020 IF ball<6 THEN GO TO 140
1025 DIM a$(25)
1030 LET a$="Game Over . Press a
ny key"
1035 PAPER 4: INK 0
1040 FOR a=1 TO LEN a$
1050 PRINT AT 20,2+a,a$(a): BEEP
.05, FN b(a)*10: NEXT a
1060 IF INKEY$="" THEN GO TO 106
1070 BORDER 2: PAPER 2: INK 7: C
LS
1080 PAPER 4: INK 0
1090 FOR a=6 TO 5 STEP -1
1100 DIM a$(10+((8-a)*2))
1110 PRINT AT 10-a,a+2,a$
1120 NEXT a
1130 FOR a=6 TO 13: PRINT AT a,7
a$: NEXT a
1140 PRINT AT 2,13;"HALL"
1150 PRINT AT 3,14;"OF"
1160 PRINT AT 4,11;"FAME}"
1170 FOR a=1 TO 5
1180 PRINT AT a+5,6;"000 ";h$(a)
: NEXT a
1190 FOR a=1 TO 5: PRINT AT a+5,
11-FN a(h(a));h(a): NEXT a
1195 RETURN
1200 LET last=sc
1210 GO SUB 1170
1220 FOR a=1 TO 5
1230 IF sc<h(a) THEN GO TO 1400
"YOU equal " AND (sc=h(a));a;"st" AND
(a=1);"nd" AND (a=2);"rd" AND
(a=3);"th" AND (a>3): INPUT "Enter
your name ";x$: GO TO 2000
1400 NEXT a: PRINT AT 12,8;"Hard
luck "; GO TO 2800
2000 FOR b=5 TO a+1 STEP -1
2010 LET h(b)=h(b-1)
2020 LET h$(b)=h$(b-1)
2030 NEXT b
2040 LET h(a)=sc: LET h$(a)=x$
2050 GO SUB 1170
2060 PRINT PAPER 2;AT 15,6;"PRES
S ";AT 16,9;"PLAY AGAIN";AT
17,0;"QUIT GAME"
2080 LET x$=INKEY$
2090 IF x$="q" THEN BORDER 7: PA
PER 7: INK 0: CLS : GO TO 9999
2090 IF x$="p" THEN BORDER 5: PA
PER 7: INK 0: OVER 0: CLS : GO T
O 40
2640 GO TO 2810
9999 GO TO 9999
9900 REM poke in uds's
9910 FOR a=0 TO 7: READ b: POKE
"255: POKE USR "a": NEXT a: POKE
=USR "B"+1 TO USR "C"+7,255: FOR a
129: NEXT a: POKE USR "D"+6: POKE a
OR a=USR "D"+1 TO USR "E"+6: POK
E a,1: NEXT a: POKE USR "E"+7,25
5: RETURN
9920 DATA 0,BIN 00111100,BIN 011
1110,BIN 01111110,BIN 01111110,
BIN 00111100,0,0
9999 STOP

```

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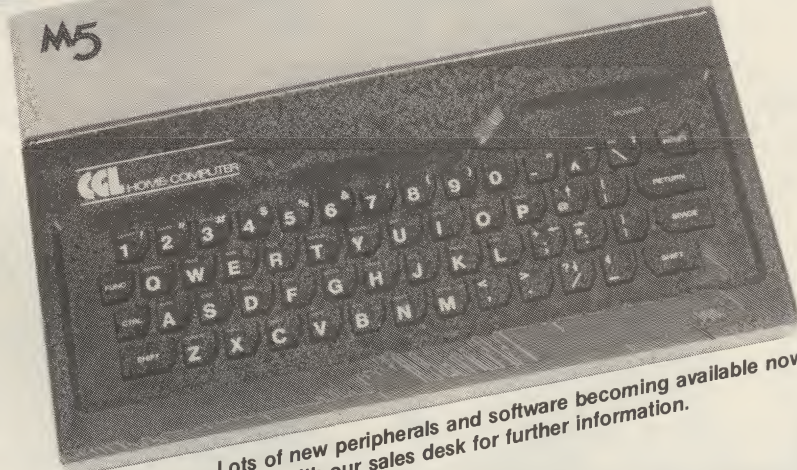


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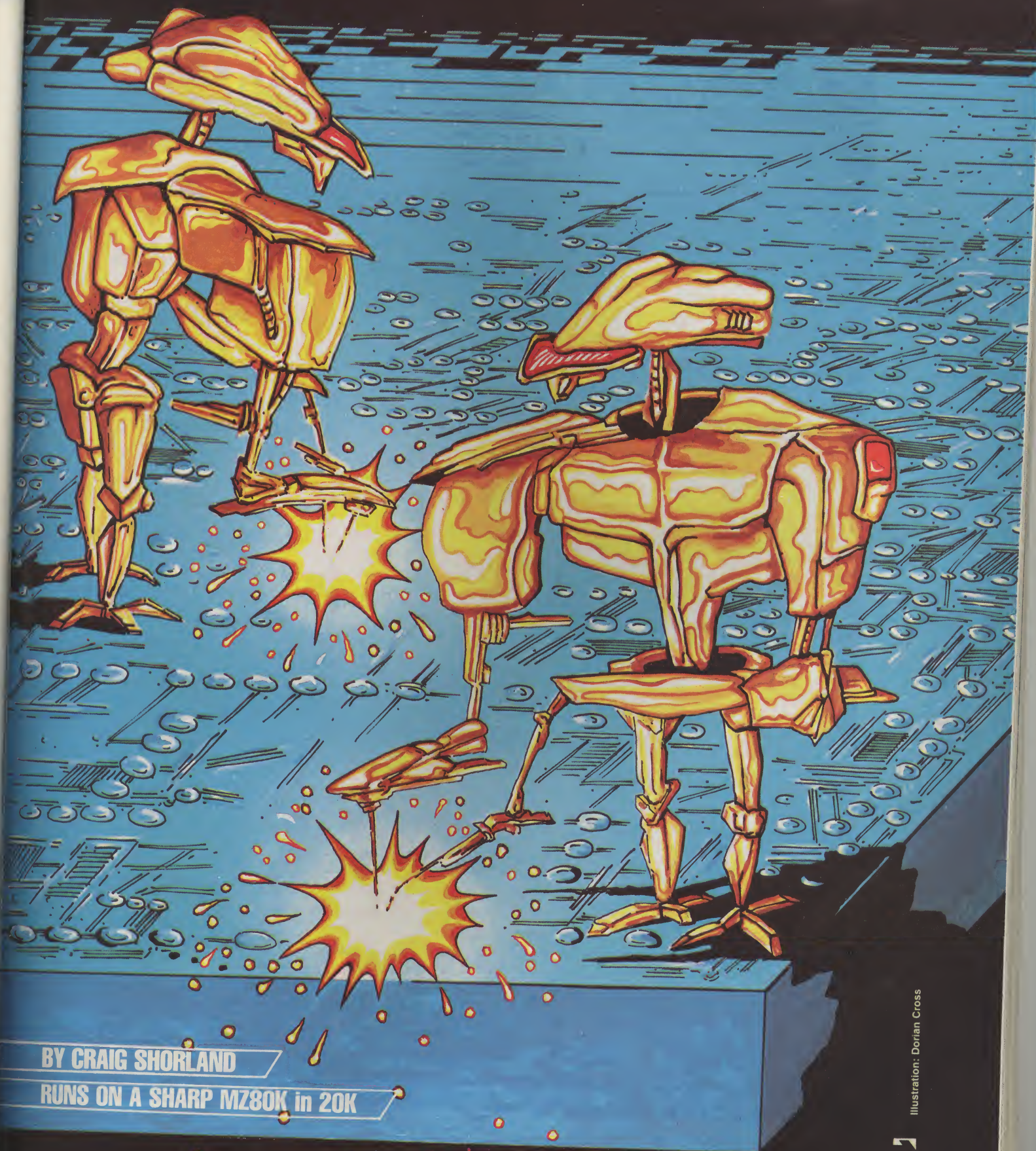
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So this is what happens when Robots decide to play a game! Do you want to join them? Then type in this listing. The computer will set up random numbers of counters in six different rows. You select your row and the number of counters to be knocked out. Then the robots come into it! One of the three tin men on the right hand side of the screen will destroy the number of counters you have decided to wipe out. The winner is the player to take the last counter. Full instructions are included in the program. Dare you take on the robots?



BY CRAIG SHORLAND

RUNS ON A SHARP MZ80K in 20K

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96 FORX=TTOSTEP-1:POKEX,G:NEXT
97 FORX=STOOSTEP-40:POKEX,G:NEXT
98 Q=Q+41:R=R+39:S=S-39:T=T-41
99 IFG=67THENG=208:Z=Z+0.5:GOTO93
100 IFG=208THENG=67
101 Z=Z+0.5
102 GOTO93
103 X$="XXXXXXXXXXXXXXXXXXXX"
104 Y$="XXXXXXXXXXXXXXXXXXXX"
105 Z$="XXXXXXXXXXXXXXXXXXXX"
106 ZY$="XXXXXXXXXXXX"
107 PRINTB$;"XXXXXXXXXX":PRINTX$:PRINTY$:PRINTZ$:PRINTZY$
108 PRINTH$;"XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX";
109 PRINTH$;"ICRAIG SHORLANDXXXXXXXXXXXXby"
110 PRINTH$;"XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX"
111 FORBU=1T054:FORBO=BUTOOSTEP-3:POKE4514,B0:USR(68):NEXTB0:NEXTBU:USR(71)
112 FORBU=1T0400:NEXT:PRINT"6":GOTO161
113 FORXC=1TOF
114 FORM=20T030:POKE4514,M:USR(68):NEXTM:USR(71)
115 L=R1-3
116 IFPEEK(L)=163THENGOTO136
117 POKEL,62:L=L-1:POKEL+1,0:GOTO116
118 NEXTXC
119 FORXC=1TOF
120 FORM=20T030:POKE4514,M:USR(68):NEXTM:USR(71)
121 L=DG-1
122 L=L-1:IFPEEK(L)=163THENGOTO136
123 POKEL,62:L=L-1:POKEL+1,0:GOTO116
124 NEXTXC:GOTO64
125 FORBN=1T0200:NEXTBN:GOTO128
126 FORHJ=1T0500:NEXTHJ
127 TEMPO7
128 PRINTG$;"HOW MANY ?";
129 GETF:IFF=0THEN129
130 IF(F>HY(HM))+(F<1)THENPRINTG$;"STOP MUCKING AROUND , RE-ENTER "
131 IF(F>HY(HM))+(F<1)THENMUSIC"CR_CR_CR":GOTO126
132 IF(F>0)*(HY(HM)=0)THENPRINTG$;"STOP MUCKING AROUND , RE-ENTER "
133 IF(F>0)*(HY(HM)=0)THEN126
134 PRINTG$;"XXXXXXXXXXXX":F:MUSIC"B1RZ"B3RZ"B1"
135 GOTO57
136 POKEL+1,0
137 FORHJ=2T025:POKE4514,HJ:USR(68):NEXTHJ:USR(71):HY(HM)=HY(HM)-1:P=P-1
138 IF(P=0)*(CO=1)THEN168
139 IFF=0THENPOKEL+40,0:POKEL+39,0:POKEL,0:POKEL-1,0:GOTO168
140 POKEL+40,0:POKEL+39,0:POKEL,0:POKEL-1,0:NEXTXC
141 GOSUB64
142 IF(HM=1)+(HM=2)THENGOSUB68
143 IF(HM=3)+(HM=4)THENGOSUB72
144 IF(HM=5)+(HM=6)THENGOSUB76
145 GOTO65
146 MUSIC$:PRINT"XXXXXXXXXXXXENTER NAME OF PLAYER 1:-";
147 INPUT"XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX";PL$(1)
148 IFLEN(PL$(1))>10THENPRINT"XXX(Max. 10 letters)":PRINT"XXXXXXXXXXXX":GOTO146
149 PRINT"XXXXXXXXXXXXDO YOU WISH TO CHALLENGE ME ?":GOSUB273
150 FORCH=1T0200:NEXTCH
151 GETCH$:IFCH$=""THEN151
152 IFCH$="Y"THENCO=1:RETURN
153 IFCH$="N"THENGOTO155
154 GOTO151
155 MUSIC$:PRINT"XXXXXXXXXXXXENTER NAME OF PLAYER 2:-";
156 PRINT"XXXXXXXXXXXX";
157 INPUT"XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX";PL$(2)
158 IFLEN(PL$(2))>10THENPRINT"XXX(Max. 10 letters)":PRINT"XXXXXXXXXXXX"
159 IFLEN(PL$(2))>10THENGOTO155
160 RETURN
161 PRINT"XXXXXXXXXXXX Do you require Instructions ?"
162 PRINT"
163 FORWE=1T0200:NEXTWE
164 GETI$:IFI$=""THEN164
165 IFI$="Y"THENPRINT"6":GOTO190
166 IFI$="N"THENPRINT"6":GOTO146
167 GOTO164
168 IFCO=1THENPOKEL+40,0:POKEL+39,0:POKEL,0:POKEL-1,0
169 TEMPO7:MUSIC"D3"#C#CB#AA#GG#FFE#DD#CC#B#A#A#G#G#F#F#ER4"
170 IFCO=1THENGOTO263
171 PRINT"XXXXXXXXXXXX";PL$(PL):" WINS!!!"
172 PRINT"XXXXXXXXXXXXFANCY ANOTHER GAME ?"
173 PRINT"XXXXXXXXXXXX"
174 GETV$:IFV$=""THEN174
175 IFV$="Y"THENRUN
176 IFV$="N"THENPRINT"6":END
177 DATA"COME ON - WE HAVEN'T GOT ALL DAY"
178 DATA"WE HAVE BETTER THINGS TO DO"
179 DATA"HOW MUCH LONGER WILL YOU BE ?"
180 DATA"THERE IS A LIMIT TO OUR PATIENCE"
181 FH=INT(4*RND(1)+1)
182 RT=RT+1
183 IFRT=4THENPRINT"":PRINTG$;"WILL YOU PLEASE HURRY UP !!!";
184 IFRT=4THENFORQQ=1T014:POKE57346,0:MUSIC"C0":POKE57346,255:MUSIC"D":NEXTQQ
185 IFRT=4THENRT=0:GOTO187
186 PRINTG$:CO$(FH):MUSIC$
187 FORQL=1T01400:NEXTQL
188 PRINTG$:SPC(39)
189 GOTO29

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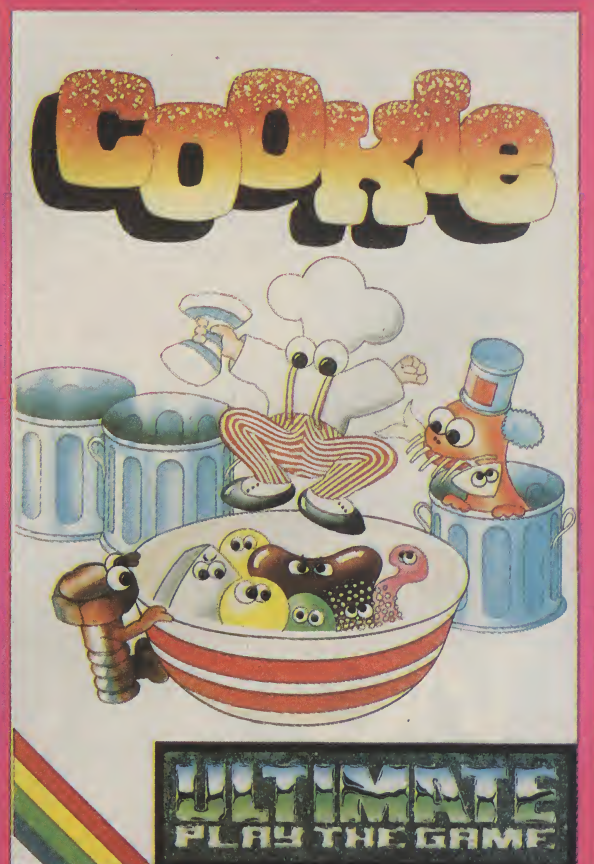
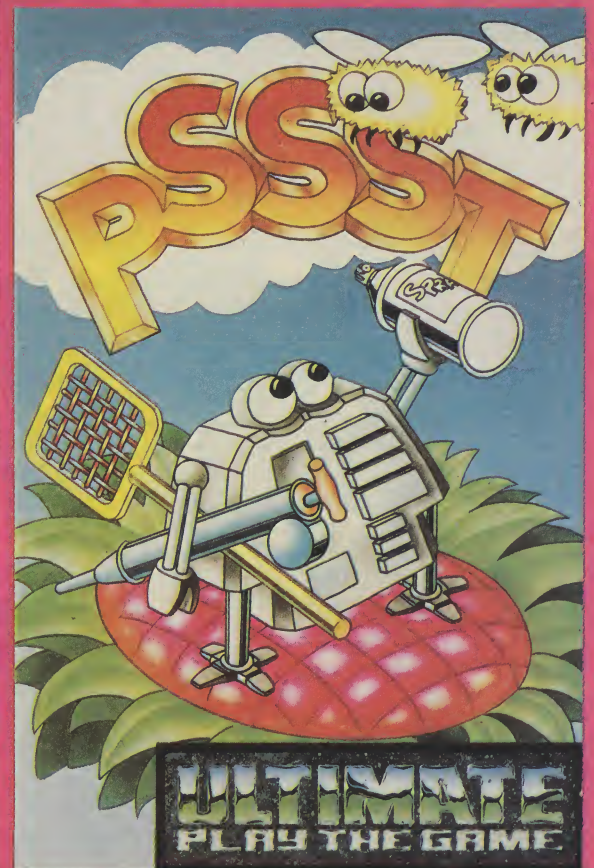
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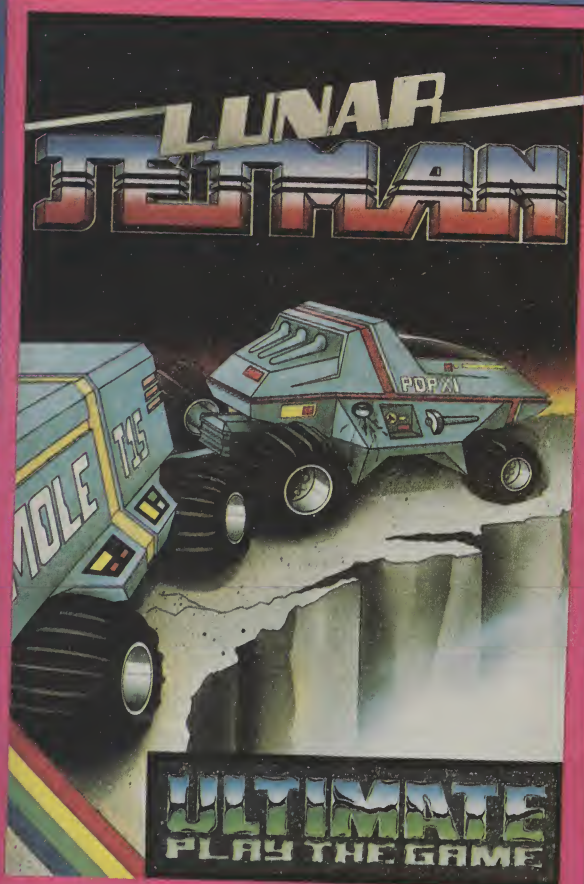
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The evil Trammers have created a minefield in the planets' atmosphere so getting in and out is difficult to say the least! Once the landing pads have been used twice they disintegrate — making your life even harder! Full instructions are included in the program. Happy landings!

Machine Code addresses

1570d — screen scroll to the left routine. Locations 1536 and 1537 contain the high and low bytes for start address for video RAM.

1676d — moves the shuttle automatically up or down without searching the joystick position.

1630 — this moves the shuttle in the corresponding position direction of the joystick.

Locations 208d and 209d have the current address for the player-used indirectly in machine code.

1687 — this byte determines upward or downward movement. A 230d in this location causes downward movement. A 198d causes upward movement. (d=decimal).

Note: Lines 500-530 are a fairly fast method of checking for collisions with the player missile graphics rather than using the slower IF statement.

All the routines for sensing joystick positions, moving the screen left and the movement of player missile graphics are carried out in machine code to ensure a fast game.

Please take care when typing in DATA statements as most of these contain machine code routines and a typing error will cause the whole system to crash when you run the program.


```

10 GRAPHICS 17:A=PEEK(560)+256*PEEK(561)
+4:POKE A-1,71:DIM MX(5),MY(5),V(10),W(1
0),PAD(2)
20 PRINT #6;"          LUNAR RESCUE"
30 PRINT #6:" #6;" "WOULD YOU LIKE THE"
40 PRINT #6;"          INSTRUCTIONS"
50 ? #6:" #6;" "Y/N":SETCOLOR 0,0,
14
60 OPEN #1,4,0,"K":HS=0
70 GET #1,A:IF A=78 THEN 100
80 IF A=89 THEN 10000
90 GOTO 70
100 GRAPHICS 23:SETCOLOR 0,0,10:SETCOLOR
1,2,8:SETCOLOR 2,12,14
110 A=PEEK(560)+256*PEEK(561)+4:POKE A-1
,70:POKE 87,1:POKE A+2,6
120 PRINT #6;"SCORE -----":? #6;
"LIFE 5"
121 DATA 217,30,193,30,173,30,162,30,144
,60,173,60,144,30,162,30,173,30,193,30,2
17,60
122 FOR MUSIC=0 TO 10:READ NTE,DLY:V(MUS
IC)=NTE:W(MUSIC)=DLY:NEXT MUSIC
140 COLOR 1:POKE 87,7
150 FOR C=0 TO 20:PLOT 0,75:DRAWTO C,95:
PLOT 159,75:DRAWTO 159-C,95:NEXT C
160 FOR C=90 TO 95:PLOT 0,C:DRAWTO 159,C
:NEXT C:NS=0
170 FOR C=0 TO 154 STEP 4:PLOT C,89:PLOT
C+1,89:NEXT C:COLOR 2
180 DATA 30,70,132,2,78,8,84,14,89,157,7
6,151,82,145,87
190 FOR A=0 TO 2:READ X
200 GOSUB 2700
220 NEXT A:COLOR 3
230 FOR A=0 TO 5:READ X,Y:MX(A)=X:MY(A)=
Y:AST=1

```

```

240 NS=A:GOSUB 3000:NEXT A:NS=0
250 GOSUB 5000
300 DATA 173,0,6,174,1,6,133,206,134,207
,162,0,160,0,177,206,141,2,6,200,177,206
,136,145,206,200,192,39
310 DATA 208,245,173,2,6,145,206,165,206
,24,105,40,144,2,230,207,133,206,232,224
,45,208,217,104,96
320 FOR A=1570 TO 1622:READ BYTE:POKE A,
BYTE:NEXT A
330 A=PEEK(88)+256*PEEK(89)
340 B=A+(15*40)
350 C=INT(B/256):D=B-(C*256)
360 POKE 1536,D:POKE 1537,C
370 DATA 173,120,2,201,7,208,13,174,5,6,
224,200,240,6,238,5,6,24,144,14
380 DATA 201,11,208,10,174,5,6,224,48,24
0,3,206,5,6,174,5,6,142,0,208,201,13,240
,2,104,96
390 DATA 160,0,169,0,145,208,200,192,7,2
08,249,230,208,160,0,185,10,6,145,208,20
0,192,7,208,246,104,96
400 FOR A=1630 TO 1702:READ BYTE:POKE A,
BYTE:NEXT A
410 A=PEEK(106)-24:POKE 54279,A:POKE 532
77,3:POKE 559,46:POKE 623,1:POKE 705,202
:POKE 706,54
420 Y=23:X=114:PM=(256*A)+512:K=A+2:PF=5
3252:PC=53260:SC=0:LI=5:PT=53262:COLC=53
278
423 FOR CV=0 TO 2:PAD(CV)=0:NEXT CV
425 FOR Z=PM TO PM+512:POKE Z,0:NEXT Z:P
OKE 704,138:POKE 1687,230
430 RESTORE 440:P=0:FOR Z=PM+23 TO PM+29
:READ BYTE:POKE Z,BYTE:POKE 1546+P,BYTE:
P=P+1:NEXT Z
440 DATA 24,36,60,126,102,66,66
450 DATA 24,60,102,231,195,195,129,129,1
29,129,24
460 POKE 53248,114:FOR Z=PM+128+20 TO PM
+128+29:READ BYTE:POKE Z,BYTE:NEXT Z:POK
E 53249,110:POKE 53257,1
470 POKE PM+256+22,24:POKE 53250,110:POK
E 53258,1:POKE 1541,114
480 POKE 208,23:POKE 209,K:POKE 53256,0
490 POKE COLC,0:L=USR(1630):L=USR(1676):
L=USR(1630):L=USR(1570)
500 ON PEEK(PF) GOTO 1000,2000
510 ON PEEK(PC) GOTO HELL,1000
520 ON PEEK(PT) GOTO 6500
530 GOTO 490
1000 FOR A=0 TO 40:POKE 53256,INT(RND(0)
*2):Q=RND(0)*255:Q1=RND(0)*255:SOUND 0,Q
,8,8:SOUND 1,Q1,8,8
1010 POKE 704,A*5:FOR B=0 TO 5:NEXT B:NE
XT A
1020 POKE 704,0:POKE 53256,0:FOR B=8 TO
0 STEP -2:SOUND 0,Q,8,B:SOUND 1,Q1,8,B:F
OR C=0 TO 100:NEXT C:NEXT B
1030 POKE 1687,230:LI=LI-1:IF NOT LI TH
EN 8000
1040 POKE 87,1:POSITION 5,1:? #6;LI:GOTO
425
2000 GOTO 2060
2005 POKE 1687,198:GOSUB 2500
2010 L=USR(1676):L=USR(1676):L=USR(1676)
2020 COLOR 0:GOSUB 3000:NS=NS+1
2030 IF NS<6 THEN POKE 704,206:GOTO 490

```

BY DAVID HAYBARTH

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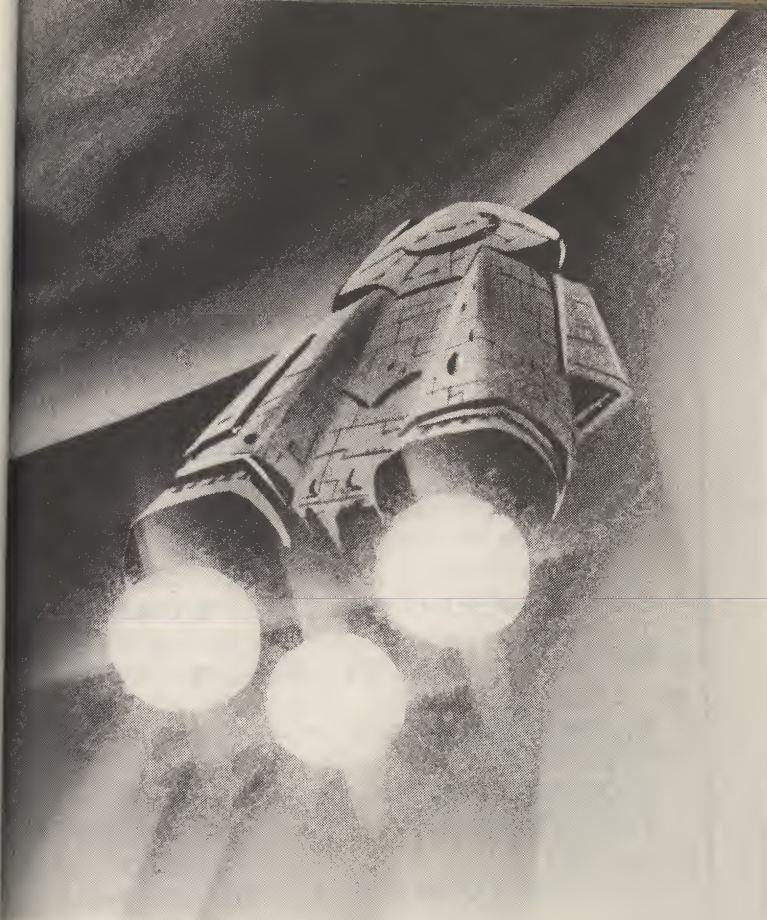


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```

2040 GOSUB 4000: NS=0: GOSUB 2500: GOSUB 25
00: GOSUB 2500: GOSUB 2500: COLOR 3
2050 FOR A=0 TO 5: NS=A: GOSUB 3000: NEXT A
: NS=0: POKE 1687,230: COLOR 2: X=30: GOSUB 2
700: X=70: GOSUB 2700: X=132
2051 GOSUB 2700: COLOR 0: FOR CV=15 TO 60:
PLOT 0,CV: DRAWTO 159,CV: NEXT CV: AST=AST+
1: IF AST>10 THEN AST=10
2052 KK=PEEK(1541): FOR CV=KK TO 114 STEP
8: SGN(114-KK): POKE 53248,CV: SOUND 0,CV,8,
8
2053 NEXT CV: POKE 1687,198: KK=PEEK(208):
FOR CV=KK TO 23 STEP -1: L=USR(1676): SOUN
D 0,CV,8,8: POKE 704,CV
2054 FOR CB=0 TO 2: NEXT CB: NEXT CV
2055 SOUND 0,0,0,0: GOSUB 5000: GOTO 423
2060 XCO=PEEK(1541): IF XCO<83 AND XCO>72
THEN PAD(0)=PAD(0)+1: GOTO 2005
2061 IF XCO>111 AND XCO<123 THEN PAD(1)=
PAD(1)+1: GOTO 2005
2062 IF XCO>173 AND XCO<185 THEN PAD(2)=
PAD(2)+1: GOTO 2005
2063 GOTO 1000
2500 POKE 87,1: FOR Z=0 TO 19: SC=SC+1: POS
ITION 6,0: ? #6; SC: FOR B=0 TO 5: NEXT B: SO
UND 0,Z,10,8
2510 NEXT Z: SOUND 0,0,0,0: RETURN
2700 POKE 87,7: FOR B=X TO X+5: PLOT B,89:
DRAWTO B,85: NEXT B
2710 FOR B=0 TO 5: PLOT X+5+B,86-B: DRAWTO
X-B,86-B: NEXT B: RETURN
3000 POKE 87,7: PLOT MX(NS),MY(NS): PLOT M
X(NS),MY(NS)-1: PLOT MX(NS)+2,MY(NS)
3010 PLOT MX(NS)+2,MY(NS)-1: PLOT MX(NS)+
1,MY(NS)-2: PLOT MX(NS),MY(NS)-3: DRAWTO M
X(NS)+2,MY(NS)-3
3020 PLOT MX(NS)+1,MY(NS)-4: RETURN
4000 FOR MUSIC=0 TO 10: SOUND 0,V(MUSIC),
10,8: FOR EX=0 TO W(MUSIC): NEXT EX: NEXT M
USIC: SOUND 0,0,0,0
4010 RETURN

```

```

4100 STOP
5000 COLOR 1: FOR A=0 TO AST
5010 X=INT(RND(0)*150)+5
5020 Y=INT(RND(0)*39)+21
5030 PLOT X,Y: PLOT X,Y-1: PLOT X-1,Y-2: DR
AWTO X+1,Y-2: PLOT X-2,Y-3: DRAWTO X+2,Y-3
5040 PLOT X-1,Y-4: DRAWTO X+1,Y-4: PLOT X,
Y-5: PLOT X,Y-6: NEXT A: RETURN
6500 GOSUB 2500: POKE 1687,230: L=USR(1676
): L=USR(1676): POKE 704,138: L=USR(1676)
6520 IF XCO<83 AND XCO>72 THEN GOTO 6560
6530 IF XCO>111 AND XCO<123 THEN GOTO 65
70
6540 IF XCO>173 AND XCO<185 THEN GOTO 65
80
6550 GOTO 1000
6560 IF PAD(0)=1 THEN GOTO 490
6561 X=30: COLOR 0: GOSUB 2700: GOTO 490
6570 IF PAD(1)=1 THEN GOTO 490
6571 X=70: COLOR 0: GOSUB 2700: GOTO 490
6580 IF PAD(2)=1 THEN GOTO 490
6590 X=132: COLOR 0: GOSUB 2700: GOTO 490
8000 GRAPHICS 18: POSITION 5,2: ? #6; "-GAM
E OVER-": POSITION 5,3: ? #6; "-----"
: POSITION 5,1
8005 POKE 53248,0: POKE 53249,0: POKE 5325
0,0
8010 ? #6; "-----": POSITION 3,5: ? #
6; "SCORE: "; SC: SETCOLOR 0,8,12: SETCOLOR 2
,3,6
8020 IF SC>HS THEN POSITION 3,7: ? #6; "NE
W HIGH SCORE!!": HS=SC
8030 PRINT #6; "HIGH SCORE: "; HS: GOSUB 400
0
8040 GET #1,KEY: RESTORE : GOTO 100
10000 GRAPHICS 0: SETCOLOR 2,0,0: ? "
LUNAR RESCUE": ? "
-----"
10010 ? "MISSION:": ? "Save the innocent
people on the planet NOXA"
10020 ? : ? "There is one problem!(as usu
al)"
10030 ? "The TRAMMERS have laid a minefi
eld in the planets atmosphere,so getting
out is a little tricky"
10040 ? "Avoid them by--GUESS WHAT--": ?
" MOVE OUT THE WAY"
10060 ? "Landing can be done at any spee
d on the landing pads.Once landing is
complete ";
10070 ? "docking must be accomplished.Th
is is done by directing your ship to t
he red spot in the starbase"
10080 ? "You direct your ship by using t
he JOYSTICK in PLYR 1 socket"
10090 ? "Pushing the stick down causes t
he shipto thrust in its current directio
n"
10100 ? "PRESS ANY KEY": GET #1,KEY: ? "}"
10110 ? "When leaving the planets surfac
e the ship will be green,showing that a
man is on board."
10120 ? "When landing,the ship will be b
lue, showing an empty ship."
10130 ? "NOTE You have NO battle compute
r,so firing at the mines cannot be don
e."
10140 ? " Once the landing pads have bee
n used twice they will disintegrate due
to the extreme heat of";
10150 ? " the retro rockets."
10160 ? "PRESS ANY KEY WHEN YOU ARE READ
Y TO START": GET #1,KEY: GOTO 100

```



```

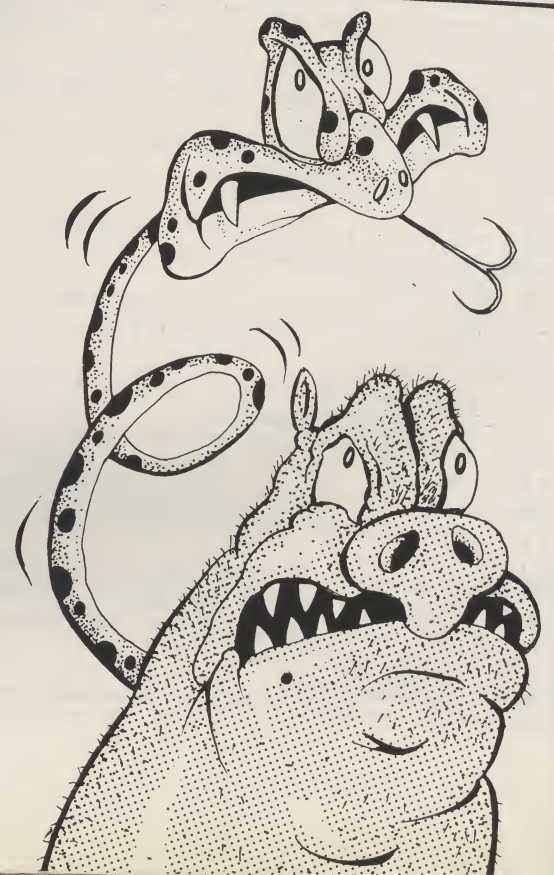
80*TV255
90*FX15
100HI=0:MODE7:VDU23;8202;0;0;0
;:PRINTTAB(14,10)CHR$134CHR$141"
Q*BILL";TAB(14)CHR$134CHR$141"Q*
BILL";TAB(11,15);"BY A.Brown 198
3":Z=INKEY(500)
110*FX15
120MODE1:PRINTTAB(11,10)"INSTR
UCTIONS?";:A1$=GET$:PROCINIT:IFA
1$="Y"THENCLS:PROCINSTR
130MODE2:PROCINIT:PROCPYRAMID
140GCOL0,3
150*FX9 2
160*FX10 2
170*FX11 30
180*FX12 30
190MOVE280,600:PRINTQ$
200*FX15
210XX=280:YY=600:FIL=0:Z=1:X2=
0:Y2=0
220T1=TIME+100:BX=600:BY=1000:
MOVEBX,BY:PRINTW$:SX=600:SY=600:
IFSH>1THENMOVESX,SY:PRINTSN$
230A$="":A$=INKEY$(1)
240*FX15,1
250IFA$=""THEN370
260MOVEXX,YY:PRINTQ$
270IFA$="Z"THENXX=XX-80:YY=YY-
100
280IFA$="A"THENXX=XX-160
290IFA$="D"THENXX=XX+160
300IFA$="Q"THENXX=XX-80:YY=YY+
100
310IFA$="E"XX=XX+80:YY=YY+100
320IFA$="C"XX=XX+80:YY=YY-100
330SOUND1,1,10,1
340Z=FNCHECK(XX,YY,0):IFZ=-9TH
EN480
350PROCFILL(XX,YY):IFFIL>27 TH
EN 440
360MOVEXX,YY:PRINTQ$
370IFZ<1THENSOUND1,2,150,1:SOU
ND2,2,100,1:SOUND3,2,60,1:PROCFI
LL(XX,YY):PROCFALL:GOTO520
380IFTIME<T1 THEN410ELSET1=TIM
E+SP
390PROCDIR(BR,W$,BX,BY):BX=BX+
X2:BY=BY+Y2:IFFNCHECK(BX,BY,1)=-
9THEN480
400IFSH>1:PROCDIR(6,SN$,SX,SY)
:SX=SX+X2:SY=SY+Y2:IFFNCHECK(SX,
SY,1)=-9THEN480
410IFSC+FIL>HI:HI=SC+FIL
420VDU4:PRINTTAB(0,2)"Sc ";SC+
FIL:PRINTTAB(13,2)"Lives ";LIV;T
AB(0,3)"Sh ";SH+1;TAB(13,3)"HI "
;HI:VDU5
430GOTO230
440*FX15
450FIL=0:FORN=-15TO1:SOUND1,W,
200,1:NEXT:SP=SP-50:CLG:IFSP<1 A
ND BR<6THEN BR=6:SP=100

```

```

460SH=SH+1:IFSH MOD 5=0 LIV=LIV-
V+1:SOUND3,1,100,10
470CLG:PROCPYRAMID:SC=SC+28:GO
TO190
480MOVEXX,YY:PRINTZZ$:MOVEXX+1
00,YY:GCOL0,8
490PRINT"!##@":MOVEXX+100,YY-3
0:PRINT"\+~$"
500*FX15,1
510FORJ=1TO5000:NEXT
520LIV=LIV-1:IFLIV<1 THEN540
530SC=SC+FIL:CLG:GCOL0,3:PROCP
YRAMID:GOTO190
540*FX15,1
550RESTORE570
560VDU4:PRINTTAB(13,2)"Lives "
;LIV;TAB(5,14);:COLOUR135:COLOUR
6:FORN=1TO9:READA$:PRINTA$:FORA
=1TO700:NEXT:NEXT
570DATAG,A,M,E," ",O,V,E,R
580*FX15,1
590Z=GET:GOTO130
600END
610DEFPROCINIT:FIL=0:SC=0:LIV=
3:SP=200
620VDU5,19,0,4,0,0,0:0%=0:BR=2
:SH=0
630VDU23;8202;0;0;0;
640VDU23,224,7,15,27,17,49,49,
59,62
650VDU23,225,192,224,176,24,24
,24,184,248
660VDU23,226,60,24,25,15,7,4,4
,29
670VDU23,227,112,240,224,192,1
92,64,64,192
680VDU23,228,0,0,0,8,12,8,0,1
690VDU23,229,0,0,0,128,192,128
,0,0

```




```

700VDU23,230,3,7,6,0,0,0,0,0
710R$=CHR$18+CHR$3+CHR$1:B$=CH
R$18+CHR$3+CHR$3:M$=CHR$18+CHR$3
+CHR$5:C$=CHR$18+CHR$3+CHR$6
720A$=R$+CHR$224+R$+CHR$225+CH
R$8+CHR$8+CHR$10+R$+CHR$226+R$+C
HR$227
730S$=B$+CHR$228+B$+CHR$229
740N$=M$+CHR$230
750Q$=A$+CHR$8+CHR$8+CHR$11+S$
+CHR$8+CHR$8+CHR$10+N$
760VDU23,231,15,31,57,109,227,
247,255,255
770VDU23,232,240,248,252,254,2
55,255,255,255
780VDU23,233,255,255,255,255,1
27,63,31,15
790VDU23,234,255,255,255,255,2
54,252,248,240
800VDU23,235,0,0,6,12,28,8,0,0
810VDU23,236,0,3,5,15,7,0,0,0
820VDU23,237,0,128,192,224,176
,48,96,192
830VDU23,238,1,3,6,12,12,6,3,1
840VDU23,239,152,36,34,6,12,24
,176,224
850W$=C$+CHR$231+C$+CHR$232+CH
R$8+CHR$8+CHR$10+C$+CHR$233+C$+C
HR$234

```

Variables
 XX,YY:Q*Berts co-ordinates.
 BX,BY:co-ordinates of ball.
 SX,SY:co-ordinates of snake.
 T1:TIME COUNTER.
 SP:speed of ball.

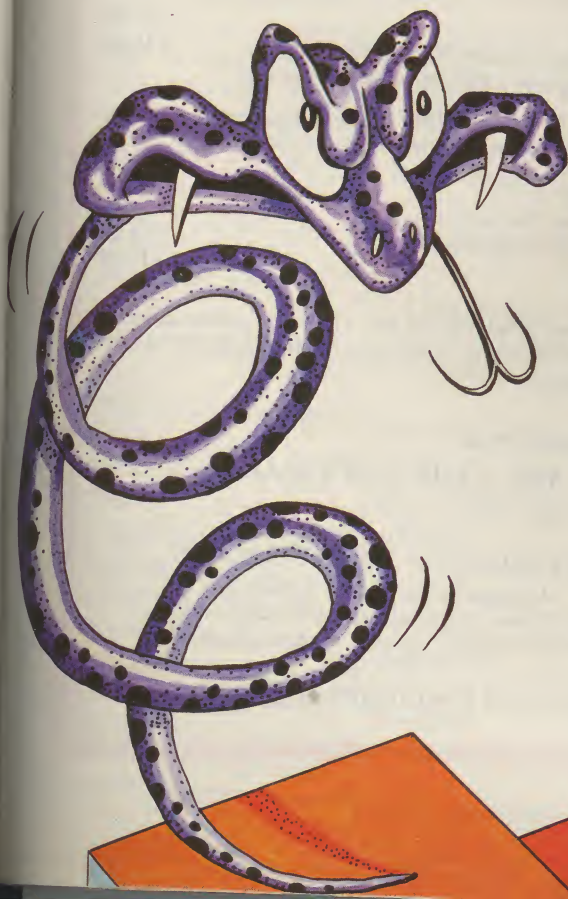
Fil:number of squares filled so far.
 SC:overall square score.
 SH:sheet number.
 HI:highscore.
 LIV:lives left.
 QS:Q*Bert character.
 SN\$:snake character.
 WS:ball character.

This little chap has been turning the air blue — and pyramids various assorted colours — in the arcades for some time now. But now the cursing Q*Bert has been cleaned up for the BBC B by enterprising author Andrew Brown. Just like the arcade game of the same name you have to help Q*Bert change the colour of a pyramid built out of cubes. He does this by leaping from cube to cube using his amazing jumping powers. However, there are hazards which plague Q*Bert — like a giant beach ball which bounces around after him and in later screens there's Coily the snake to contend with. Also the ball speeds up as you get better at the game and conquer more pyramids. You get three lives and to start with — and an extra life after every sixth screen.

You won't get past the third screen without a lot of practice. So if you want that extra life to come a bit sooner why not change the 5 in line 460 to a smaller value. The initial speed of the ball is set in line 610 (variable SP). Make it smaller (in units of 50) to make it go faster.

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BY ANDREW BROWN



Q*BERT

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This is it, the ultimate Fruit Machine for the VIC with nudge, hold and respin 100% machine code. "Overall Jackpot is a beautifully written simulation giving superb graphics, animation and use of colour. In fact, this program makes Commodore's Fruit Machine cartridge look unbelievably cheap and nasty." Home Computing Weekly No. 20 19/7/83 **£5.50**

KWAZY KWAKS

Accuracy and speed are required for this Shooting Gallery, superb use of colour and graphics in this new and challenging game from the author of **Jackpot**. 100% machine code, joystick or keyboard control **£5.50**

PACMANIA

Choose your own game from the following options — difficulty 1-3, speed 1-3, size of maze 1-3, visible or invisible maze, still or moving power pills, define your own key controls, any combination, if this is your type of game, then this is the one for you, for the 3K expand. VIC **£5.50**

SNAKE BYTE

Guide your ever hungry snake round the screen, eating the flies and wasps, to stay alive you must avoid the deadly mushrooms, quick reactions are required for this biting game, keyboard control, for the unexpanded VIC **£5.50**

BUGSY (Joystick Only)

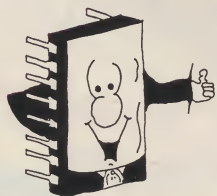
This is a Minefield with a difference as you step on the stones whilst collecting purple boxes which give you both time and points, they disappear from beneath your feet. DO NOT DESPAIR! "BUGSY" will randomly replace the stones but avoid bumping into him or its sudden death! An original compulsive and challenging game. **£5.50**

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```

860E$=CHR$18+CHR$3+CHR$7+CHR$2
35
870W$=W$+CHR$8+CHR$8+CHR$11+E$
880SN$=M$+CHR$236+M$+CHR$237+C
HR$8+CHR$8+CHR$10+M$+CHR$238+M$+
CHR$239
890ENVELOPE1,1,12,8,2,4,2,2,12
6,0,0,-10,126,126
900ENVELOPE2,8,10,6,-1,0,0,255
,109,-1,0,-1,126,126
910ENDPROC
920DEFPROC PYRAMID:LOCAL Q,W,X,
Y
930Q=580:W=580
940FOR Y=900 TO 300 STEP -100:FOR X
=Q TO W STEP 160:PROC BOX(X,Y):NEX
T:Q=Q-80:W=W+80:NEXT:ENDPROC
950DEFPROC BOX(X,Y)
960MOVE X,Y:PL0T1,-80,-50:PL0T1
,80,-50:PL0T1,80,50:PL0T1,-80,50
:PL0T0,80,-50:PL0T1,0,-50:PL0T1,
-80,-50:PL0T1,0,50:PL0T0,0,-50:P
LOT1,-80,50:PL0T1,0,50:ENDPROC
970DEFPROC FILL(X,Y):IF POINT(X+
60,Y-20)<>0 THEN ENDPROC
980IF Z<1 THEN GCOL0,0:GOTO1000
990GCOL0,3:FIL=FIL+1
1000MOVE X+60,Y:PL0T1,-80,-50
1010PL0T81,80,-50:PL0T1,80,50:P
LOT85,X+60,Y
1020ENDPROC
1030DEFPROC FNCHECK(X,Y,F):IFY<300TH
EN:=-1 ELSE IF Y>900 THEN:=-2
1040IF SH>1 AND SX=XX AND SY=YY TH
EN:=-9
1050IF BX=XX AND BY=YY THEN:=-9
1060IFF=1:IF(SX+X2=BX AND SY+Y2
=BY)OR(BX+X2=SX AND BY+Y2=SY)THE
N:=0
1070ON ((Y DIV 100)-2)GOTO1080,
1100,1120,1140,1160,1180,1200
1080IF X<0 OR X>1150 THEN:=0
1090=1
1100IF X<0 OR X>1079 THEN:=0
1110=1
1120IF X<50 OR X>999 THEN:=0
1130=1
1140IF X<121 OR X>919 THEN:=0
1150=1
1160IF X<201 OR X>830 THEN:=0
1170=1
1180IF X<290 OR X>750 THEN:=0
1190=1
1200IF X<370 OR X>670 THEN:=0
1210=1
1220DEFPROC DIR(RAN,ZZ$,X1,Y1)
1230D=RND(RAN):X2=0:Y2=0
1240IF D=1 X2=80:Y2=-100
1250IF D=2 X2=-80:Y2=-100
1260IF D=3 X2=-160
1270IF D=4 X2=-80:Y2=100
1280IF D=5 X2=80:Y2=100
1290IF D=6 X2=160

```

```

1300Z1=FNCHECK(X1+X2,Y1+Y2,1)
1310IF Z1=0 OR ((Z1=-1 OR Z1=-2) AND
RAN>2) THEN 1230
1320MOVE X1,Y1:PRINT ZZ$
1330X1=X1+X2:Y1=Y1+Y2:MOVE X1,Y1
:PRINT ZZ$
1340IF Z1=-1:MOVE X1,Y1:PRINT ZZ$:
X1=600:Y1=1000:MOVE X1,Y1:PRINT ZZ
$:X1=600:Y1=1000:X2=0:Y2=0:BX=60
0:BY=1000
1350ENDPROC
1360DEFPROC FALL:MOVE XX,YY:PRINT
Q$
1370FOR N=YY TO -10 STEP -100
1380MOVE XX,N:PRINT Q$:FOR G=1 TO 10
0:NEXT
1390MOVE XX,N:PRINT Q$:NEXT:ENDPR
OC
1400DEFPROC INSTR
1410X3=10:Y3=1000
1420RESTORE 1550
1430READ A1$:IFA1$="END" THEN Z=GE
T:RESTORE:ENDPROC
1440IFA1$="CLR" THEN Z=GET:CLS:X3
=10:Y3=1000:GOTO 1430
1450PROC JUMP:GCOL0,3:MOVE X3+100
,Y3:PRINT A1$
1460GOTO 1430
1470DEFPROC JUMP
1480MOVE X3,Y3:PRINT Q$
1490FOR J=1 TO 6:MOVE X3,Y3:PRINT Q$
:X3=X3+.25:Y3=Y3+.5:MOVE X3,Y3:PRI
NT Q$:NEXT
1500MOVE X3,Y3:PRINT Q$
1510FOR Y3=Y3 TO Y3-59 STEP -14
1520MOVE X3,Y3:PRINT Q$:FOR D=1 TO 1
00:NEXT:MOVE X3,Y3:PRINT Q$:NEXT
1530SOUND 1,1,10,1
1540ENDPROC
1550DATA 1,Guide Q*BILL around t
he pyramid,filling in the tops a
s you go.
1560DATA,,,2,Watch out for the
ball which,decends slowly at fir
st,But speeds,up gradually.
1570DATA,,,3,On the third scree
n a snake will,be introduced.Thi
s will not chase,you but will mo
ve all over the,pyramid.
1580DATA,,,4,Do not try to jump
off of the,pyramid as this will
prove,fatal for Q*BILL.
1590DATA,,,CLR
1600DATA 5,On the fifth screen t
he ball will,start to move like
the snake.
1610DATA,,,6,You have three liv
es and you,will get an extra lif
e,every six sheets.
1620DATA,,,7,TO MOVE USE,,"
Q\ /E"," A- -D"," Z/
\C",,,, " PRESS A KEY TO STA
RT",,,
1630DATA END

```


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5



***Inside...
New Interface 2
and ROM cartridges!
New Software!***

TAKING NEW SOFTWARE IN NEW DIRECTIONS

You'll see that this issue of Sinclair Special devotes considerable space to software. Why, when we've so much to say about hardware and peripherals? Simply because at Sinclair we believe in supporting first-class hardware with first-class software.

This month sees the start of a new commitment to education in our catalogue, both for adults and children.

In the field of micro theory, we've programs like Beyond BASIC and Make-a-Chip, which take you from the creation of simple ZX[®] assembler subsets to simulated circuit design projects.

There's Musicmaster, to teach you music terminology, note values and composition.

And if you're keen to beat your Spectrum at chess (which can be hard), you'll certainly want to try Chess Tutor 1, the first program in a complete chess masterclass.

Coming soon...

In the pipeline are many new releases, some of which break completely new ground. LOGO and micro-PROLOG for instance. They're fifth generation languages which will take you and your Spectrum closer than ever before to the creation and application of artificial intelligence.

A formal agreement between Sinclair and Macmillan Education has been announced, the first results of which will be published this autumn. These consist of five programs in a complete early reading course plus the first four of a series of programs based on Macmillan's top selling Science Horizons Scheme. All programs are designed for use in schools or the home.

And with Blackboard software, we're publishing six more home education programs for primary school children. Covering alphabet, spelling and punctuation, each of these programs is a true gem, unlike any other education software, and fascinating to run. Even for adults!

I believe that these new titles represent a major advance in educational software for the home.

New ROM software too!

You may well have heard news of ZX Interface 2[®] and ROM cartridge programs. You'll find full details of the Interface and its software on the facing page (and there's an order form on the back page too!). These offer an instant games playing facility at unbeatable prices, and expand the possibilities of using your Spectrum in yet another direction.

Alison Maguire

Alison Maguire
Applications Software Manager

SOFTWARE UPDATE

The latest cassette software for ZX[®] Computers



Chess Tutor 1

For 48K RAM Spectrum. £9.95.

Chess Tutor is a new way of learning all about chess – using your ZX Spectrum.[®]

It starts from the beginning by teaching you about the chess pieces and the way they move – including castling, en passant, promotion, check, checkmate, stalemate and perpetual check.

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You can choose which parts of the course you want – and even experienced players may be surprised at what they can learn from Chess Tutor.



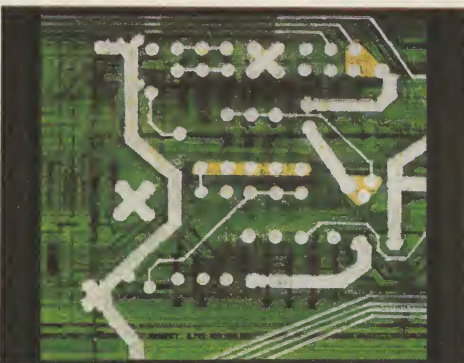
Musicmaster

For 48K RAM Spectrum. £9.95.

Musicmaster turns your ZX Spectrum into a musical instrument which will not only play tunes, but will also demonstrate key signatures, durations of notes, and scales.

You can write your own tunes – in any key – play them over and over again, save them on tape, modify them.

You can either write your music on a stave, or place a simple overlay on your Spectrum for a 17-note keyboard.



Make-a-Chip

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Make-a-Chip is a fascinating way of finding out how computer logic works.

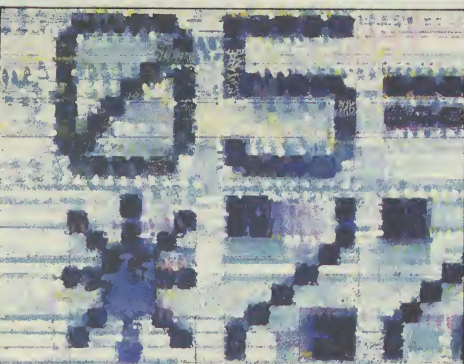


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For 48K RAM Spectrum. £9.95.

Takes the agony out of assembler. Takes the mystery out of machine code.

Beyond BASIC gives you a deeper insight into the workings of your ZX Spectrum. It explains what happens inside your micro when you run a program, and it teaches you simple Z80 machine code programming.

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Horace and the Spiders



Guide Horace on the hazardous journey to the cobwebbed house full of poisonous spiders.

Safely in the house, you must move along cobwebs, choose a spot... and jump on it! The spiders will be in a frenzy – scuttling to repair their precious web.

And when a spider is spinning a new section, you're safe to attack and destroy it!

Kill all the spiders, and a new web appears... with even more spiders to catch.

Full-colour high-resolution graphics.

Backgammon



Everything you need to play the famous and deceptively simple board game. Board, stones, rolling dice

and doubling dice are shown in full colour and high resolution. Choose from four levels of skill to suit experts and beginners alike – full rules are included.

Space Raiders



Your skill is all that's stopping successive waves of aliens from destroying Earth. Use your gun base

to attack. Shelter behind buildings... move out and blast the passing alien soaceship!

Full-colour high-resolution graphics with sound.

Planetoids



Dodge and swerve using your thrust button, turn on a planetoid... fire! But beware – the alien ship moves

fast to destroy you with cluster bombs. And when it comes to the crunch, use your hyperspace button!

Full-colour high-resolution graphics with sound.

Hungry Horace



Horace is forever being chased around the park by guards.

He steals their lunch, eats path-

way flowers and creates chaos in the park by ringing the alarm!

You'll have to be quick to keep Horace out of trouble!

Full-colour high-resolution graphics with sound.

New! Cookie



You're Charlie the Chef, who keeps his ingredients locked in the larder. But if the ingredients escape, they

bring the inedible Nasties with them!

You must daze the escaping ingredients with flour bombs, and knock them into the mixing bowl. Stop them getting into the dustbin, at all costs! And beware of Nasties that get into the mixing bowl!

Cookie is fast-moving panic in the pantry, with a cast of real characters. A program to make you smile – and sweat!

New! Jet Pac



As Chief Test Pilot of the Acme Interstellar Transport Company, your task is to deliver and assemble spaceship

kits. On your way round the galaxy, you're free to collect precious stones and gold.

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With a host of features, including multi-directional movement, explosions, sound effects and one and two player option.

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sent full details. Order forms are being mailed in strict rotation, so if you haven't yet received your order form please bear with us. We're making good progress in meeting the huge demand.

If you didn't buy your Spectrum by mail order, don't worry. Send us the form from the bottom of this page. We'll add your name to the mailing list, and send you details by return.

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BY STEPHEN PHIPPS

RUNS ON A ZX81 IN 1K



```
9 LET D=INT VAL "AND*12"
10 LET X=CODE "="
11 LET E=SGN X+SGN X
15 LET Z=D
16 LET S=NOT Z
20 LET Y=S
21 LET B=Y
22 LET A=Z
70 PRINT AT A,B;" "AT X-E-S
GN E,D;" "TAB D;" "TAB
AB D;" "TAB D;" "TAB
D;" "AT Z,Y;" "
75 LET S=S+SGN X
80 LET A=Z
90 LET B=Y
95 LET Z=Z+AND*E
100 LET Y=Y+(INKEY$="8" AND X>Y)
1-(INKEY$="5" AND X<X(Y)
110 LET Z=Z-(INKEY$="7" AND Z>N
OT X)-AND
115 IF INT Z=X AND Y>D AND Y<D+
E+SGN D AND INKEY$="0" THEN GOTO
VAL "200"
115 IF INKEY$="0" THEN GOTO VAL
"110"
120 IF Z>=X+SGN X OR INT Z=X-E
AND Y<D+E+SGN X THEN PRINT AT A,
B;"100 600";U
130 GOTO VAL "70"
200 PRINT AT D,D;"WELL DONE"
YOUR TIME=";S-D
```

The long patrol is almost over and you, pilot of a long range survey ship, are almost dozing off over your flight controls as your ship follows the automatic flight path back to your ship. But as you approach the mother-ship alarm bells shock you out of your relaxed mood. Turning on your scanners you see the mother-ship hovering on the edge of a Black Hole! The galactic winds whipped up by the Black Hole make it impossible for you to contact the mother-ship and tell them that you want to dock your craft. Then you discover another hazard. Your braking jets have malfunctioned. So you are going to have to attempt the docking manoeuvre without any help from the ship.

Although the limitations of a 1k program are great the author has attempted to make this game as challenging as possible without resorting to machine code.

You control the space ship using the cursor control keys:

- 5 — left.
- 7 — up.
- 8 — right.
- 0 — hyperspace (to stop inside the mother ship).

I have deliberately limited the amount of control to make it harder.

Variables

D = random position of mother ship

X = variable assigned to save space because of the recurrence of the numeral 20

E = same as X but equal to 2

Z and Y = co-ordinates of patrol ship

A and B = prints a space on the last values of Z and Y respectively, to erase the patrol ship

S = score

Z = simulates buffeting winds by randomly moving the ship up and down

U = undefined variable to halt the game at the end

Program notes

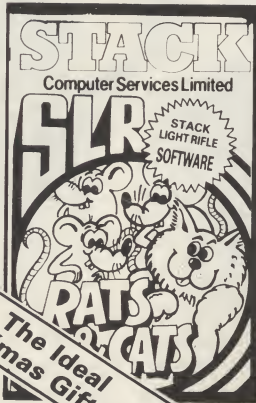
NOTE: Remove all REM statements before attempting to run the game in 1K. If program should stop with error 4 OUT OF MEMORY then CONT will resume.

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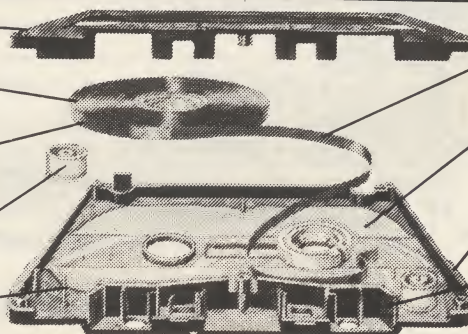
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600NERRORRUN
70MODE 6:VDU 19,0,4,0;
80PRINT' " Do you want instructions ?(Y/N)"
90A$=GET$:IF A$="Y" PROC_INST
RUCT:ELSE IF A$<>"N" GOTO 90
100CLS:PRINT' " What level
1-7 (Slow-Fast)":INPUT TAB(17,3)
LEVEL:IF LEVEL<1 OR LEVEL>7 THEN
GOTO 100
110MODE 2:VDU 23,1,0;0;0;0;
120PROC_INIT
130PROC_SCREEN:PROC_GAME
140IF CR=1 THEN CLS:IF YES=1 T
HEN RESTORE:GOTO 70
150IF CR=1 THEN CR=0:GOTO 130
160PROC_WIN
170COLOUR 7:COLOUR 128:CLS:RES
TORE 1720:GOTO 130
180REM*****
***INIT
190DEFPROC_INIT
200FOR N=224 TO 239
210READ A,B,C,D,E,F,G,H
220VDU 23,N,A,B,C,D,E,F,G,H
230NEXT N
240DATA 0,0,24,102,219,255,126
,36
250DATA 28,60,126,126,126,124,
60,0
260DATA 32,7,103,242,242,100,6
5,0
270DATA 7,31,63,127,127,255,20
7,207
280DATA 224,248,252,254,254,25
5,243,243
290DATA 204,252,252,126,63,7,0
,0
300DATA 51,63,63,126,252,224,0
,0
310DATA 60,255,255,189,231,165
,189,231
320DATA 3,7,7,31,31,63,255,255
330DATA 128,192,240,240,248,25
2,255,255
340DATA 255,255,255,255,255,25
5,255,255
350DATA 8,56,248,56,8,8,8,8
360DATA 16,2,80,4,129,32,4,145
370DATA 2,16,129,64,55,145,2,1
29
380DATA 4,16,0,1,16,32,129,42
390DATA 0,0,0,0,0,0,35,255
400CR=0:SC=0:AST=15:ADD=0:SHIP
=0:LIVES=3

```

```

410A$=CHR$129:YES=YES:IF YES=1
YES=0:GOTO 430
420HI=0:DIM A$(6)
430A$(1)=STRING$(4,A$+" ">+" "
+A$+" "
440A$(2)=A$+" "
450A$(3)= " "+A$+" "+A$+" "
+A$+" "+A$+" "+A$+" "
460A$(4)= " "+A$+" "+A$+" "+A
$+" "+A$+" "+A$+" "+A$+" "
470A$(5)=A$+" "+A$+" "+A$+" "
480A$(6)=A$+" "+A$+" "+A$+" "
+A$+" "+A$+" "+A$+" "
490FOR N=1 TO (LEVEL*2)+5:PROC
_ADD:NEXT
500ENVELOPE 1,1,-26,0,0,255,0,
0,127,0,0,0,126,0
510ENVELOPE 2,1,0,0,0,0,0,12
6,-1,0,-5,126,0
520ENVELOPE 3,133,8,4,8,3,1,1,1
26,0,0,-10,126,0
530ENDPROC
540REM*****
*SCREEN
550DEFPROC_SCREEN
560X=9:Y=6:A=X:B=Y
570PROC_STARS:PROC_PLANET:PROC
_LANDSCAPE:PROC_DISPLAY:PROC_AST
EROIDS:PROC_MOTHER_SHIP:ENDPROC
580REM*****
DISPLAY
590DEFPROC_DISPLAY
600COLOUR 0:COLOUR 131
610PRINT TAB(0,27);STRING$(60,
" ")
620PRINT TAB(0,27);" SCORE:";S
C;TAB(12);"HI:";HI
630PRINT TAB(0,28);" MEN:";LIV

```




```

ES;TAB(8);CHR$(128);": ";SHIP;TAB
(13);"LEV:";LEVEL
640ENDPROC
650REM*****
**STARS
660DEFPROC_STARS:FOR N=1 TO 10
0
670C=RND(7):IF C=5 GOTO 670
680GCOL 0,C:PLOT 69,RND(1280),
RND(924)+100:NEXT:ENDPROC
690REM*****
*PLANET
700DEFPROC_PLANET
710GCOL0,6:D=-1:MOVE 100,940+3
8:REPEAT:D=D+8:XADD=38*SIN(RAD(D
)):YADD=38*COS(RAD(D))
720MOVE 100,940:PLOT 85,100+XA
DD,940+YADD:UNTILD>360
730COLOUR 2:COLOUR 134:PRINTTA
B(1,2);CHR$(130)
740ENDPROC
750REM*****MOTH
ER*SHIP
760DEFPROC_MOTHER_SHIP
770SOUND 1,1,100,-1:VDU 19,15,
6;0::COLOUR 5:COLOUR 128:R=0
780VDU 31,8,5,131,135,132
790VDU 31,8,6,133,32,134
800COLOUR 6:VDU 31,9,6,128

```



Avast lunarlubbers! And listen carefully to what Captain Blackheart, terror of ten solar systems has to say! Or else you might find yourself in a spot of trouble with a Black Hole!

Now, mateys, me and my band of 'orrible space rats have taken over this puny planet you call the moon — and kidnaped five of your top earth scientists. My friends are having some fun and games with these gentleman right now! The purpose of all these shennanigans is to make you hand over the earth to my pirates hoardes. If you don't — well, we'd better not think about it, had we mateys!

Can you save the scientists and stop the evil pirate plan! All you have to do is launch a rescue mission using remote control spaceships carrying space stormtroopers. Drop the troopers on the moon and defeat the pirates! Full instructions are included in the program. Happy landings...



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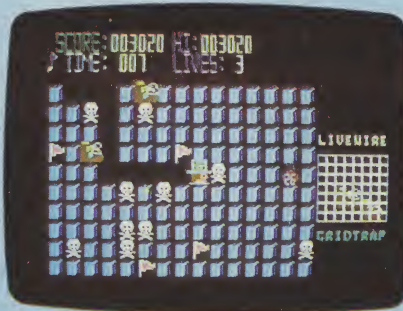
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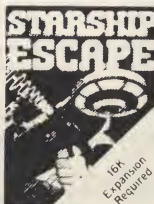
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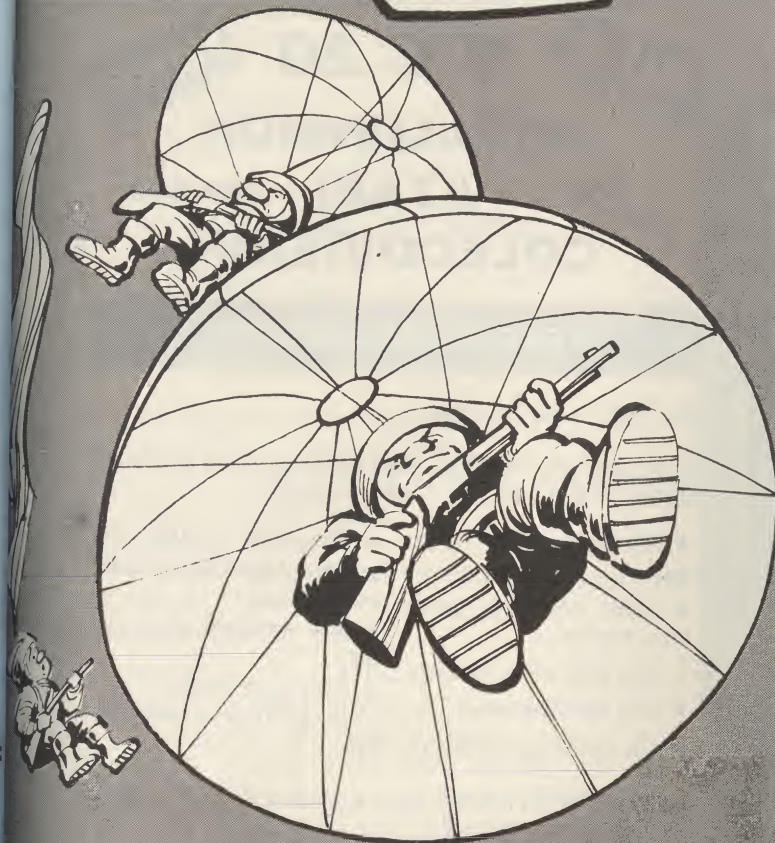


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```
810REPEAT:FOR N=1 TO 7:VDU 19,
5,N;0;19,15,N;0;:TIME=0:REPEAT:U
NTIL TIME>=10
820NEXT:R=R+1:UNTIL R=6:VDU20:
VDU 19,15,6;0;:ENDPROC
830REM*****INSTR
```

CTIONS

```
840DEFPROC_INSTRUCT
850CLS:PRINT TAB(14);"*MOON RE
SKUE*"
```

860PRINT:PRINT" The moon has b
een captured by PIRATES! They h
ave kidnapped FIVE important
scientists.

Your mission is to m
anouver your REMOTE CONTROL
SPACESHIP (RCS) through the "
870PRINT"asteriod belt and tou
ch down on the landing pad posti
oned on a hilltop."

880PRINT" The RCS contains Par
atroopers who will try to recapt
ure the base."

890PRINT" Drop as many ships
as you can at various sites
to gain points.

GAME is OVER when 3 of your RCS's
are destroyed!!"

900PRINT'TAB(9);"Z.....

...LEFT":PRINT'TAB(9);"X.....

.....RIGHT"

910PRINT'TAB(9);"RETURN.....

...THRUST"

```
920PRINT'" PRESS ANY KEY TO
PLAY THE GAME":W=GET:ENDPROC
930REM*****LAND
NDSCAPE
940DEFPROC_LANDSCAPE
950COLOUR128:COLOUR7:F=RND(13)
960COLOUR3:PRINTTAB(0,25);"_";
STRING$(6,CHR$143);"_";CHR$143;"
_";STRING$(4,CHR$143);"____";CH
R$143;STRING$(20,CHR$138):COLOUR
15:PRINTTAB(F+3,22);CHR$139:COLO
UR3:PRINTTAB(F+2,23);CHR$136;CHR
$138;CHR$137
970PRINTTAB(F+1,24);CHR$136;ST
RING$(3,CHR$138);CHR$137;TAB(F,2
5);CHR$136;STRING$(5,CHR$138);CH
R$137:ENDPROC
980REM*****
***GAME
990DEFPROC_GAME
1000SOUND 2,-15,100,5:PROC_PROM
PT
1010*FX15,0
1020PROC_SHIP:PROC_PAUSE:PROC_L
ANDED:IF L=1 THEN ENDPROC
1030IF (Y>8 AND Y MOD2<>0)OR Y>
22 PROC_CHECK
1040IF CR=1 PROC_CRASH:ENDPROC
1050PROC_ASTERIODS:IF (Y>8 AND
Y MOD2<>0)OR Y>22 PROC_CHECK
1060IF CR=1 PROC_CRASH:ENDPROC
1070PROC_KEY:GOTO 1020
1080REM*****
*PROMPT
1090DEFPROC_PROMPT
1100COLOUR 136:COLOUR 15
1110PRINTTAB(0,0);"PRESS 'SHIFT
' TO GO"
1120IF INKEY(-1)=TRUE THEN COLO
UR 128:COLOUR 7:PRINT TAB(0,0);"
":ENDPROC
1130PROC_ASTERIODS:TIME=0:REPEA
T UNTIL TIME>=40:GOTO 1120
1140REM*****
***SHIP
1150DEFPROC_SHIP:COLOUR 128:PRI
NT TAB(A,B);" ":A=X:B=Y:COLOUR 6
:PRINT TAB(X,Y);" ":ENDPROC
1160REM*****AS
TERIODS
1170DEFPROC_ASTERIODS
1180FOR Z=2 TO 6 STEP 2
1190A$(Z)=RIGHT$(A$(Z),19)+LEFT
$(A$(Z),1):A$(Z-1)=RIGHT$(A$(Z-1
),1)+LEFT$(A$(Z-1),19):NEXT:COLO
UR 128:COLOUR 2
1200FOR Z=1 TO 5 STEP 2
1210PRINT TAB(0,(Z*2)+7);A$(Z):
NEXT
1220FOR Z=2 TO 6 STEP 2
1230PRINT TAB(0,(Z*2)+7);A$(Z):
NEXT
1240ENDPROC
1250REM*****
*LANDED
```


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```

1260DEFPROC_LANDED:L=0:IF X=F+3
AND Y=22 THEN L=1
1270ENDPROC
1280REM*****
****KEY
1290DEFPROC_KEY
1300X=X-(INKEY(-67)=TRUE)+(INKE
Y(-98)=TRUE)
1310IFX<2 X=X+1 ELSE IFX>18 X=X
-1
1320Y=Y+(((INKEY(-74)=TRUE)*2)+
1)
1330IFY<7ANDX<>9THENY=Y+1
1340IFY<7 THEN Y=Y+1
1350IF INKEY(-74)=TRUE THEN SOU
ND,80018,=10,5,11
1350ENDPROC
1370REM*****
**CHECK
1380DEFPROC_CHECK
1390IF Y>20 GOTO 1410
1400IF MID$(A$(Y DIV 2-3)),X
+1,1)=CHR$129 THEN CR=1
1410IF Y<23 ENDPROC ELSE IF Y=2
5 OR (Y=23 AND ((X=F+4)OR(X=F+2)
))OR(Y=24 AND((X=F+1)OR(X=F+5)))
OR((X=F+3)AND(Y=23)) CR=1
1420ENDPROC
1430REM*****
**CRASH
1440DEFPROC_CRASH:FX15,0
1450FOR N=15 TO 1 STEP -1:COLOU
R RND(3)+4
1460PRINT TAB(X,Y);CHR$(RND(3)+
235)
1470SOUND 0,-(N+RND(2)-RND(2)),
RND(2)+4,5
1480TIME=0:REPEAT UNTIL TIME>=5
:NEXT:LET LIVES=LIVES-1:IF LIVES
=0 THEN PROC_GAME_OVER
1490ENDPROC
1500REM*****
**PAUSE
1510DEFPROC_PAUSE:IF LEVEL=15 E
NDPROC
1520PAUSE=28-(LEVEL*4)-3:IF PAU
SE<0 THEN PAUSE=0
1530TIME=0:REPEAT UNTIL TIME>=P
AUSE
1540ENDPROC
1550REM*****
**GAME_OVER
1560DEFPROC_GAME_OVER
1570SOUND 0,-15,7,5:FOR P=100 T
O 250:SOUND 1,1,P,1:NEXT P:FX 1
5,0
1580COLOUR7:PRINTTAB(5,16);"GAM
E OVER"
1590FORN=1 TO 3:SOUND 1,2,100+N
*10,10:FORM=1TO1000:NEXT,
1600FOR N=1 TO 9000:NEXT
1610IF SC>HI THEN PROC_HIGH
1620PRINT TAB(4,16);"ANOTHER GO
?";TAB(7,18);"(Y/N)"
1630I$=GET$

```



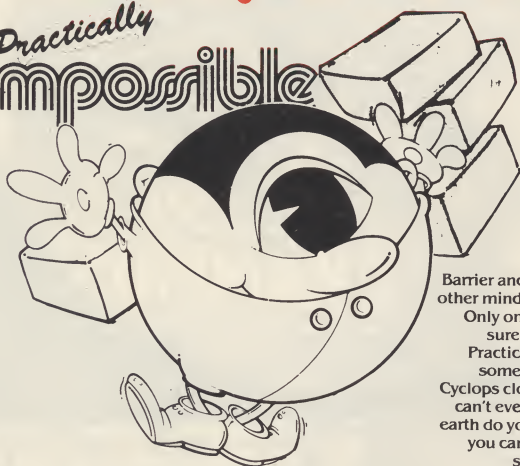
```

1640IF I$="Y"THEN YES=1:ENDPROC
:ELSE IF I$="N"THEN END:ELSE GOT
O 1630
1650REM*****
***HIGH
1660DEFPROC_HIGH:HI=SC
1670COLOUR 7:PRINT TAB(0,12);"
YOU HAVE TODAYS HIGHEST S
CORE"
1680FOR M=1 TO 8:FOR N=1 TO 7:V
DU 19,7,N;0::TIME=0:REPEAT UNTIL
TIME>=10:NEXT:NEXT:ENDPROC
1690REM*****
***WIN
1700DEFPROC_WIN:SOUND 1,3,130,7
:FOR N=1 TO 1500:NEXT:FOR N=1 TO
33
1710READ Q,W:SOUND 1,2,W*7,Q:NE
XT N
1720DATA 4,9,4,5,4,5,8,5,4,9,4,
5,4,5,8,5,4,5,8,7,4,7,4,12,4,12,
8,9,4,5,8,5,8,5,4,5,8,7,4,7,4,12,
4,12,8,9,4,5,8,5,4,9,4,5,4,5,8,
5,4,9,4,5,4,5,8,5
1730FOR N=1 TO 5000:NEXT:SHIP=S
HIP+1
1740IF SHIP MOD 10=0 THEN ADD=5
1750FOR N=1 TO LEVEL+ADD:LET SC
=SC+1
1760COLOUR0:COLOUR131:PRINT TAB
(7,27);SC:SOUND 2,2,2,1:FOR Z=1
TO 200:NEXT,
1770ADD=0:FOR N=1 TO 2000:NEXT
1780LEVEL=LEVEL+1:IF LEVEL>7 TH
EN LEVEL=7:IF AST<>0 PROC_ADD:PR
OC_ADD
1790IF AST<>0 PROC_ADD
1800L=0:ENDPROC
1810REM*****
***ADD
1820DEFPROC_ADD
1830L=RND(6):P=RND(20)
1840IF MID$(A$(L),P,1)=CHR$129
THEN GOTO 1830
1850LET A$(L)=LEFT$(A$(L),P-1)+
CHR$129+RIGHT$(A$(L),20-(P+1)):E
NDPROC

```


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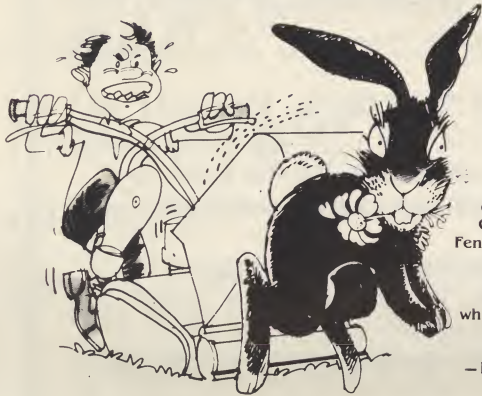
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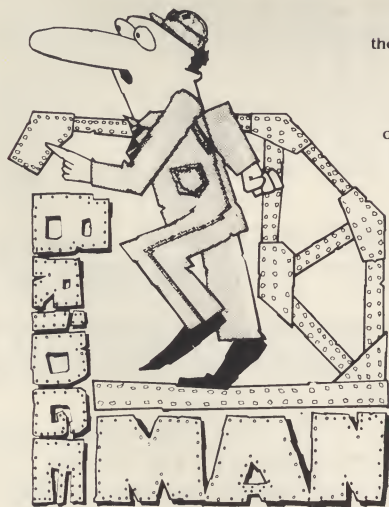
— For any ZX Spectrum

mower mania



— You are employed by a miser millionaire as a gardener, who only provides you with an old lawn mower, on which the throttle has stuck open. You must try and mow the lawn avoiding crashing into the Gnomes, Garden Chairs, Tree, Pond, Fence and at all cost avoid the vegetable garden, as the millionaire has sprayed it with a harmful insecticide which has had strange effects on the rabbits . . . Phew! What a job . . .

— For the VIC 8k Expanded



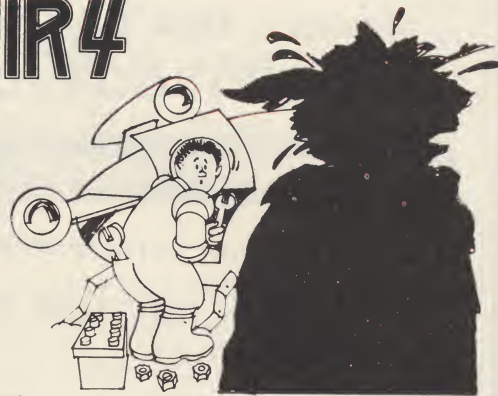
— You built the bridge and the responsibility is all yours. As bridges go it's not a bad job. Only one snag, due to a shortage of building materials there is only one section left and six gaps to fill. The Boss is on his way to inspect the job, can you juggle the single section around quickly enough so that he won't notice the gaps? It ain't going to be easy.

— For the Commodore VIC-20

ALTAIR 4

— To avoid an asteroid storm your star-cruiser was forced to make an emergency landing on the planet Altair 4. You have to make some makeshift repairs before take off. Altair 4 is an inhospitable planet, it has no atmosphere and countless galactic travellers have met their fate here. One or two creatures inhabit the planet and they don't like humans . . . except to eat . . .

— An adventure for the Commodore 64



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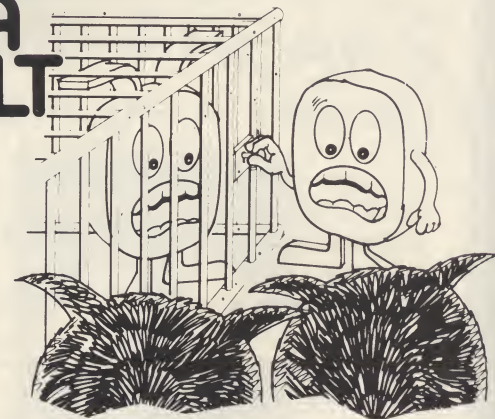
— For the Lynx



MEGA VAULT

— Poor Fred! Locked away in the vault with no food . . . can you help? Collect the food and make your way to the key and back to release poor Fred . . . easy, but what about the guardians and traps that are lurking in the Mega Vault that are intent on stopping you . . .

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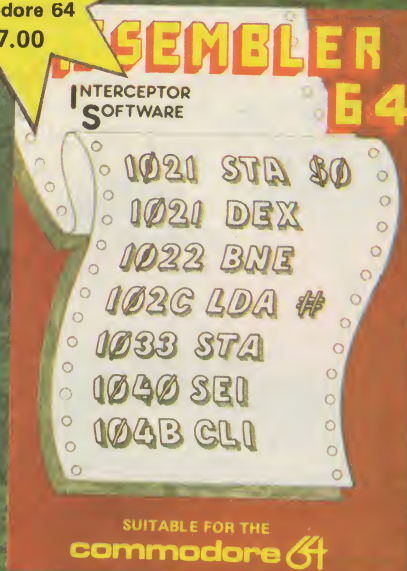
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```

10 fora=1to10
12 readmv(a):next
14 data=-22,22,0,-1,-23,21,0,1,-21,23
16 deffnr(a)=int(rnd(1)*462)+7702
20 gosub10000:goto3000
30 p=7910:g=0:l=35:v=7679:ii=180
40 gosub1000
45 ti$="000000"
50 pokep,38:pokep-22,34
60 forx=1to5
65 print"<home rvs e>"spc(4)g
66 tt=int(ii-(ti/60))
67 iftt=99ortt=9thenprint"<home>"spc(15)"
68 print"<home rvs e>"spc(15)tt
69 iftt<1then2000
70 rem move man
80 j=syntax(0)
90 f=0:m=0
95 h=h+1:ifh=2thenh=0
100 ifj>127thenf=1:j=j-128
110 m=mv(j)
180 ifm=0thenf=0
185 l=35:ifm=1orm=23orm=-21thenl=36
190 a=peek(p+m):b=peek(p-22+m)
195 iff=1thenq=m:h=1:m=0
200 ifa>39orb>39then800
210 pokep,32:pokep-22,32
220 p=p+m
230 pokep+co,3:pokep,l+2*h:pokep-22+co,1:pokep-22,l-2
231 iff=0then240
234 sh=sh-1:ifsh<0then240
235 append0,0,0,200,15
236 ford=1to20:next:append0,0,0,0,0
237 fora=2to10
238 ifpeek(a*q+p)>32then900
239 pokea*q+p+co,1:pokea*q+p,39:ford=1to10:next:pokea*q,32:nexta

```


WILD WEST

```

240 rem move neeme
250 if peek(w(x)+d(x)) < 32 then 700
260 poke w(x), 32: w(x) = w(x) + d(x)
270 poke w(x) + co, 3 + 4 * h: poke w(x), 44 + rnd(1) * 2
280 rem gold
290 if n = 1 then 360
300 n = 1: poke v, 32: sh = 6
310 v = fnr(1)
320 if peek(v) < 32 or abs(p - v) < 88 then 310
330 poke v + co, 7: poke v, 43
340 append 0, 0, 240, 0, 15: for d = 1 to 10: next
350 append 0, 0, 0, 0, 0
360 next x
380 z = fnr(1)
390 if peek(z) < 32 then 60
400 poke z + co, 5: poke z, 41
410 goto 60
700 rem neeme has hit
710 a = peek(w(x) + d(x))
720 if a < 39 then 2000
730 poke w(x), 32
740 q = fnr(1)
750 if peek(q) < 32 or abs(p - q) < 88 then 740
760 w(x) = q
770 d(x) = (int(rnd(1) * 3) - 1) + 22 * (int(rnd(1) * 3) - 1)

```

```

780 if d(x) = 0 then 770
790 goto 270
799 rem man hit
800 if a = 46 or b = 46 then m = 0: goto 230
810 if a = 43 or b = 43 then print "<home rvs f> t0 cde"
: g = g + 10: n = 0: goto 210
820 if a > 43 or b > 43 then 2000
830 gosub 9200: m = 0: goto 230
899 rem bullit hit
900 c = peek(a * q + p): r = a * q + p
910 for b = 1 to 10
920 poker, 40: append 0, 0, 0, 160, 15: for d = 1 to 10: next
930 poker, c: for d = 1 to 10: next: append 0, 0, 0, 170, 10: next
935 append 0, 0, 0, 0, 0
940 if c = 43 then gosub 9100: n = 0: poke v, 32: goto 240
950 if c = 46 then gosub 9100: goto 240
960 if c > 43 then gosub 9100: g = g + 10: goto 990
970 if c = 41 then poke a * q + p, 42: goto 240
980 poker, 32: goto 240
990 for c = 1 to 5: if w(c) = r then w(c) = 7725: poker, 32
991 next c
995 goto 240

```

```

1000 rem set screen
1010 print "<clr rvs e> gold+ <crsr right> time"
1015 co = 30720
1020 backup 0, 4, 7, 7
1030 for a = 7702 to 7723

```

Howdy partners! My name is Chisholm Gulch, and I'm sheriff of this here township, Vicville. Right now, I'm on the trail of some lost gold — but the nasty Neeme tribe are on the warpath and making my life somewhat difficult. That's why I need your help. I need a posse to ride out with me to get the gold and fight off the injuns! How about it partners?

Well, if you decide to help the Sheriff of Vicville this is what you'll be up against. You have to move the Sheriff around the screen collecting gold nuggets. Additional points can be gained by shooting Neemees who come after you.

The Sheriff is armed with a six-shooter which he can shoot at Neemees or cacti with to clear a path to the gold. After he has used up six shots the Sheriff must pick up a nugget to get more ammunition.

Variables

p—players position
v—position of gold
ii—time limit
w(x)—neeme's position
d(x)—neeme's direction
n—flag. Is gold on screen? n# n = 1: yes
sh—number of shots left in gun
co—30720, add to screen position to get colour position.
g—amount of gold held by player



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BY STEPHEN LANGSTAFF

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MOONSWEEPER

Miners are trapped on Jupiter's moons — U.S.S. Moonsweeper to the rescue! Meteors hurtle past. Choose a moon and land if you can — or dare.

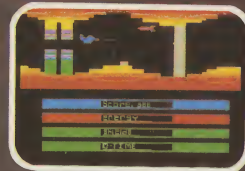


QUICK STEP

Become a Kangaroo in this latest wild and wacky game. Bounce from trampoline to trampoline in pursuit of points, but you'd better hop to it.

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```

1040 pokea,46:pokea+co,10
1050 pokea+462,46:pokea+co+462,10
1060 next
1070 fora=7702to8164step22
1080 pokea,46:pokea+co,10
1090 pokea+21,46:pokea+co+21,10
1100 nexta
1110 fora=1to20
1120 x=fnr(1)
1130 ifpeek(x)<>32then1120
1140 pokex,41:pokex+co,5
1150 nexta
1160 fora=1to5
1180 x=fnr(1)
1190 ifpeek(x)<>32orabs(p-x)<66then1180
1200 pokex,44:pokex+co,7
1210 w(a)=x
1220 d(a)=(int(rnd(1)*3)-1)+22*(int(rnd(1)*3)-1)
1230 ifd(a)=0then1220
1240 nexta
1250 rem move man in
1300 forx=7901top
1310 a=peek(x):b=peek(x-22)
1320 pokex,38+2*(int(x/2)*2=x):pokex+co,5
1330 pokex-22,34:pokex-22+co,5
1340 fory=15to0step-1
1350 append200,0,0,200,y
1360 nexty
1365 ford=1to100:next
1370 pokex,a:pokex-22,b:nextx
1380 return
2000 pokep,32:pokep-22,32
2002 fora=1to50
2004 backup0,6,1,7
2006 backup0,5,1,7
2010 nexta
2015 print"Game over"
2020 poke7927,38:poke7905,34
2030 poke7937,37:poke7915,33
2035 gosub9100:ford=1to500:next
2040 forb=7928to7936
2050 pokeb,39:ford=1to80:next:pokeb,32:next
2055 tn=0
2060 forx=7915to8157step22:pokex,44:pokex+co,7
:append240+tn,240+tn,0,0,15
2062 ford=1to100:next:append0,0,0,0,0:pokex,32
:tn=tn+1:nextx
2070 print"<r>v s f>t2s2ars3drs2ars3drs2t7at6fgt7dt6r"
2075 print"<r>v s f>t2s2ars3drs2ars3drs2t7at6fgrs3c"
2080 ford=1to2000:next
2090 print"<r>v s e 2<cr>sr down>))press fire to play))"
2100 ifsyntax(0)<128then2100
2105 n=0
3000 backup5,5,0,2:print"<clr>"
3010 print"<2<cr>sr down>))))wild west))))"
3020 print"<cr>sr down>you are the sheriff of"
3030 print" peaceville"
3040 print"<cr>sr down>a small town plagued "
3050 print" by neemees - - - - -"
3055 ford=1to1000:next
3060 print"<2<cr>sr down>press fire to continue"
3070 ifsyntax(0)<128then3070

```

```

3080 print"<clr 2<cr>sr down>you are controlling"
3090 print"<cr>sr down>the character !<cr>sr down
<cr>sr left>f"
3100 print"<2<cr>sr down> do not sit on the "
3110 print"<down>)c a c t u s)"
3120 print"<cr>sr down> plant"
3130 print"<cr>sr down> it does hurt"
3135 ford=1to1000:next
3140 print"<2<cr>sr down> press fire
to play"
3150 ifsyntax(0)<128then3150
3160 goto30
9000 rem sounds
9099 rem ricochette
9100 fora=15to1step-.7
9110 append0,0,a+235,a+235,a
9120 nexta
9130 ford=1to40:next
9140 append0,0,0,0,0
9160 return
9199 rem ouch
9200 print"<home>"spc(15)"ouch)"
9201 backup0,7,1,5
9202 fora=15to0step-.5
9210 append0,240,237,0,a
9220 nexta
9225 ii=ii-1
9230 append0,0,0,0,0
9231 backup0,4,1,7
9235 print"<home>"spc(15)" "
9240 return
10000 rem set graphics
10010 poke52,29:poke56,29
10020 poke51,0:poke55,0
10030 fora=0to511
10040 pokea+7168,peek(a+34816)
10050 nexta
10060 forb=0to111
10070 readd
10080 pokeb+7432,d:next
10090 poke36869,255
10095 return
10100 data0,14,31,54,30,2,14,4

```

```

10110 data0,112,248,108,120,64,112,32
10120 data127,13,13,12,18,161,67,0
10130 data254,176,176,48,72,133,194,0
10140 data239,61,13,15,28,23,49,0
10150 data247,188,176,240,56,232,140,0
10160 data24,24,0,0,0,0,0,0
10170 data153,90,36,195,195,36,90,153
10180 data0,8,42,42,46,56,8,8
10190 data0,0,0,0,46,56,8,8
10200 data0,48,62,126,254,248,240,112
10210 data60,126,222,126,14,60,20,54
10220 data60,126,123,126,112,60,40,108
10230 data170,190,150,170,150,170,190,170

```


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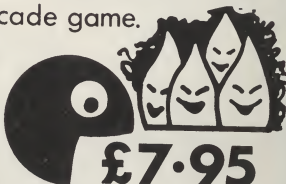


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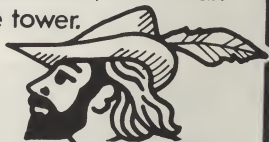


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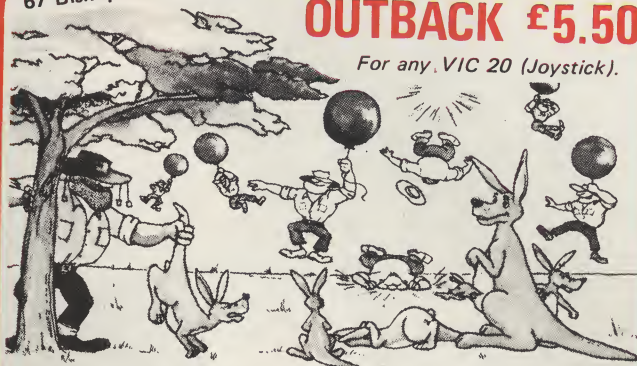
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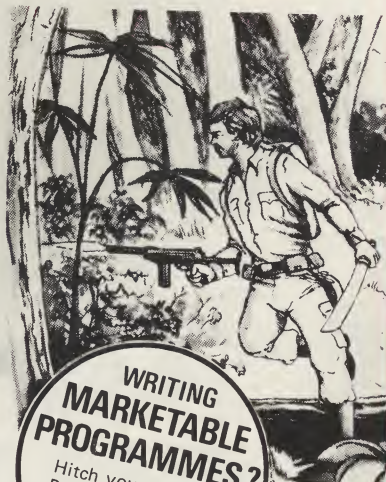
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by Richard Wilcox

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BY MICHAEL RICHARDSON

GUNNER

RUNS ON A DRAGON IN 32K

```

70 T=1
80 CLS
90 GOTO 110
100 CLS:PRINT"YOU MISSED AGAIN!!!YOU SHOULD BE COURT MARTIALED!!AND ALSO THE WI
ND HAS CHANGED!!"
105 SCREEN 0,1
110 X=RND(100)
120 PLAY"T25;ABFGBARBGFB"
130 PRINT"THE WIND IS TRAVELLING AT";X;"KM PER HOUR WITH YOU."
140 PRINT:INPUT"HOW MUCH GUNPOWDER TO USE(1 KG TO 100 KG) AND THE ELEVATION OF
THE GUN OF 30 TO 90 DEGREES ";P,E
150 IF E<30 OR E>90 THEN 140 ELSE 160
160 IF P<1 OR P>100 THEN 140
170 GOTO 200
180 CLS:PRINT"YOU MISSED!!! YOU WILL HAVE TO TRY AGAIN!!":GOTO 120
190 GOTO 130
200 PMODE 3,1:SCREEN 1,0:PCLS3
210 LINE(0,190)-(255,190),PSET
220 CIRCLE(30,40),20,,1,0,1
230 PRINT(30,50),2,4
240 LINE(100,190)-(104,180),PSET,BF:CIRCLE(102,175),10,,1,0,1
250 LINE(120,190)-(124,180),PSET,BF:CIRCLE(122,175),10,,1,0,1
260 LINE(140,190)-(144,180),PSET,BF:CIRCLE(142,175),10,,1,0,1
270 LINE(160,190)-(164,180),PSET,BF:CIRCLE(162,175),10,,1,0,1

```




The enemy convoy is approaching along the only road left open after your troops took control of all the bridges. Your job is to stop that convoy reaching its destination. You are in command of a field gun hidden behind some trees. You must judge the speed and distance of the approaching convoy and fire at it — aiming to cause as much destruction as possible. But it's not as easy as it sounds. You have to take into account the speed and distance of the approaching convoy. And there is a tricky wind blowing which could throw all your calculations out by a mile — literally! You have to judge how much powder to use and the elevation of the gun before blasting away at the enemy. Can you stop the convoy?

Program notes:

Lines 110: wind. 150-160: errors. 200-350: sets up screen. 330-370: hit or not.

```

280 PRINT(102,175),1,4:PRINT(122,175),1,4:PRINT(142,175),1,4:PRINT(162,175),1,4
290 DRAW"BM32,190:U5:R5:E7:F3:G4:R2:D5:"
300 PRINT(38,186),2,4
310 DRAW"BM215,190:BU2:U5:R4:U3:R10:D8:L2:D3:L2:U3:L6:D3:L2:U3:L2:"
320 PRINT(217,187),2,4
330 Z=E/100
340 Q=((P+(X/2))/Z)
350 CIRCLE(36+Q,190),Q,,Z,.5,1
360 W=92-Q
365 SOUND 34,10
370 IF W>-4 AND W<4 THEN GOTO 400 ELSE 380
380 IF T>25 THEN GOTO 480
390 FOR C=1 TO 1000:NEXT T:T=T+1:IF T>10 AND T<12 THEN GOTO 100 ELSE GOTO 180
400 PLAY"O1V31T2L4GGL8GGL4B-ARGGF+G"
410 FOR W=1 TO 500:NEXT
420 CLS:PLAY "T8V3104GL3C03CDDFCCFDECC04GL3C":PRINT"WELL DONE, YOU HIT THE ENEMY
CONVOY IN";T;"SHOTS"
430 PRINT"DO YOU WANT ANOTHER GO(Y/N)?"
435 SCREEN 0,1
440 A$=INKEY$
450 IF A$="Y" THEN 10
460 IF A$="N" THEN 470 ELSE 440
470 END
480 CLS:PRINT"YOU HAVE RUN OUT OF AMMUNITION YOU FOOL!!!":GOTO 430

```




Problem. Simulating an aircraft on a small microcomputer and depicting the 3-D world outside through the eyes of the pilot.



Problem. Turning the Spectrum's numerical abilities into powerful verbal skills combined with a huge vocabulary.

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Problem. Evaluating complex algorithms to provide sufficient depth of analysis in a short time.



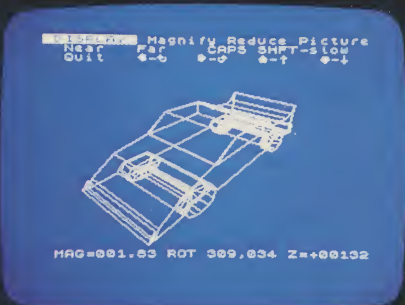
Problem. Integrating cartoon-quality graphics with the realism of the ski-slope.



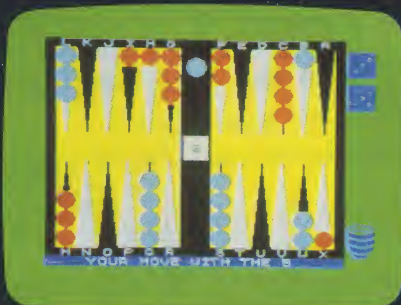
Problem. Creating cartoon-quality graphics in an entertaining and varied game.



Problem. Providing complex, sophisticated data handling through easy-to-use commands.



Problem. Modelling in 3-D on a small micro – performing some 7.5 million calculations for one hidden line drawing.



Problem. Balancing the number of strategic factors required with a complex series of rules for a classic game.

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- Horace and The Spiders
- Horace Goes Skiing
- Backgammon
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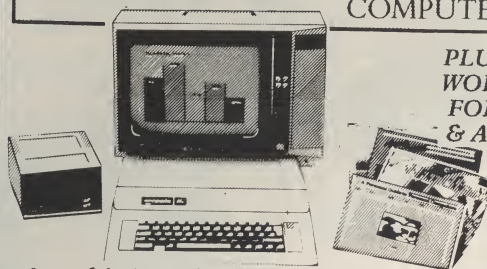


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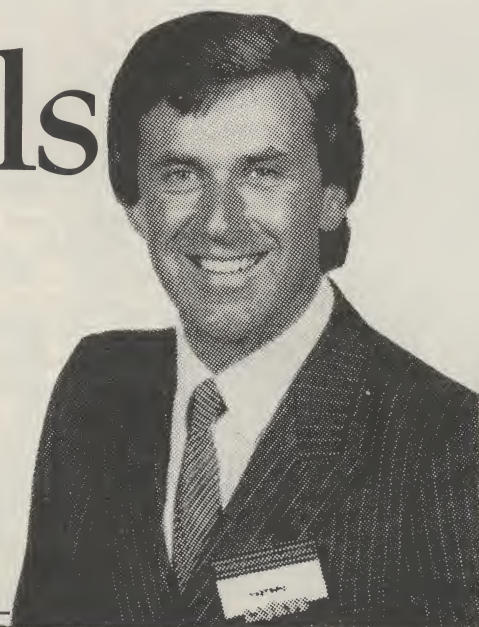
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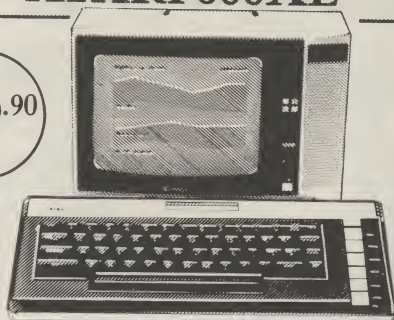
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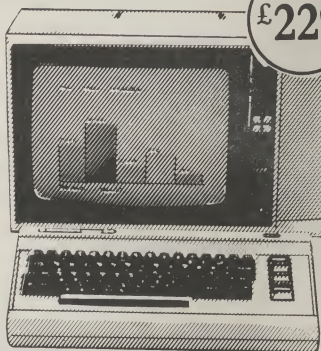


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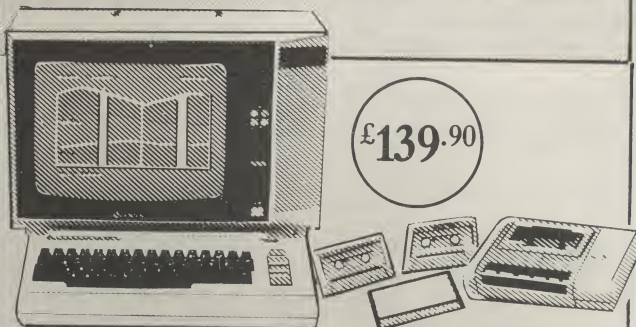
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PROGRAM EXTRA

This issue sees the start of a brand new feature devoted to helping you get more out of the games listings in *Computer and Video Games*.

Program Extra is going to bring you the inside story on what makes the games in *C&VG* that little bit better than the rest and hopefully help you write great games programs of your own.

The aim of Program Extra is to show the innovative and original ideas our programmers have used to create their stunning arcade style games.

We don't want Program Extra to be a one sided affair, so we're offering £10 for any tips or short programs that you think might put that extra added ingredient into your fellow readers' programs.

The first game to come under the scrutiny of our Program Extra supremo, Seamus St John, is Andrew Brown's excellent version of the arcade hit Q*Bert for the BBC model B computer.

You might have imagined that Q*Bert took Andrew many weeks to perfect, but nothing could be further from the truth. The game took only two days to complete.

One of the main problems that Andrew had to overcome was being able to move Q*Bert across the pyramid without actually rubbing it out.

He solved this by employing the VDU5 command, which appears to allow you to have to have objects in the foreground and the background. In this particular case the character Q*Bert is in the foreground bouncing across the surface of the pyramid in the background.

The VDU5 command also lets you create multi coloured shapes by superimposing defined characters on top of each other.

Andrew got the idea for the game while playing Q*Bert in a local arcade. That evening he went home and designed the pyramid in what he called an "exercise in programming", and by the end of the next day the game was finished.

But BBC programmers can learn a lot from Andrew's game. He uses a very structured style of writing and his program includes quite a few "magic" tricks.

One of these is clever use of the GCOL statement to produce smooth and

very fast animation. This method of animation is difficult to use, you'll need to study the Q*Bert listing and the BBC manual to grasp it but I can assure you it's worth the effort.

One thing the author said he would change if he had the chance is the keyboard scanning routine. Instead of using INKEY\$(O) Andrew would change to INKEY-(required number) this would give the game improved keyboard response. Why not try it out when you type in the listing?

The author of our Sharp program, Cyborg, is an old hand at writing games. Craig Shorland has already had several of his earlier efforts published. Craig reckons that the best way to write a program is to get as far away from your computer as possible! Old fashioned pen and paper are what he turns to when he begins to develop a new game.

Drawing up a flow chart — a kind of shopping list and computer map rolled into one — is an invaluable aid when writing concise, uncluttered programs.

Flow charts also give you a permanent record of what you plan to do once you forget or go a little off track.

Craig says that anyone can write a good game program. All you need to do is take a little time and care to plan the program in advance.

In next month's issue *Computer and Video Games* will be printing a game for the Spectrum which we think rates as one of the best we've ever published. Mark White's Demolition is easily up to the standards of most commercial software. Program Extra will hopefully reveal a few of Mark's secrets!

And remember *Computer and Video Games* is always on the lookout for new and original games. From next issue we'll be paying £25 to the designer of the program we decide is *C&VG's* Game of the Month. Each Game of the Month will get special treatment — including an interview with the designer in Program Extra. So get programming!

That about wraps it up for this month. Except to say that if you have any difficulty understanding how any of *C&VG's* listings work, or would like to know how to use parts of the programs in your own games then please don't hesitate to write in.

We're not quite sure whether the World's ready for these games . . . but we've released them just the same.

VOYAGER



The Marcon Empire have invaded Earth and enslaved the population. An endless stream of stellafreighters now plunder the earth's mineral wealth, draining the very lifeblood of the planet.

A small band of freedom fighters are still existing from an abandoned mining station on the Moon, one of them is you.

You set out from your secret base your first objective is to manoeuvre through the barrier of lethal space mines to one of the enemy recharging stations to re-charge your maximum lasers; then you will be able to begin with your mission of destroying the plundering stellafreighters.

There is rumour of a Marcon munition ship near by, heavily defended by missiles, only you could locate and plunder it; your brave band of avengers would then have enough fire power to strike a massive blow to freedom . . . or die in the attempt.

Quasar is for the Dragon 32.



Tension mounts as your Stratofighter enters the patrol area. Enemy Skyfreight Convoys are increasing as their need for freedom One grows in the arms race against you.

Your raydon missile sight picks up an enemy convoy entering your quadrant. You select hyperdrive and are slammed back in your seat. Fingers hover over firing buttons as enemy fighters peel away from the convoy to engage you. As your epic battle begins the enemy Skyfreighters unleash wave after wave of air to air missiles against you. The battle rages on and your will to survive and determination to win increases. The convoy must be destroyed; your people are depending on you.

Night falls and glaring explosions fill the sky; don't let your concentration wander if the convoy gets through your people are doomed, you must succeed; you must. Attack Attack is for the Commodore 64.



Your mission: destroy the Etron rocket base on the planet Hagon.

Piloting the most sophisticated space fighter yet conceived you know that if your mission fails the awesome Etron rocket attacks will destroy your galaxy.

Entering the fearsome space tunnel the first of Hagon's most sophisticated defence systems, every fibre of your being is filled with dread.

The Hagon fleet have been alerted and wave after wave of Astrofighters come hurtling toward you. As you battle your way to the end of the tunnel you begin to realise just how suicidal this mission could be.

Zooming through Hagon's defensive asteroid belt your concentration intensifies; you have only a fraction of a second to differentiate between asteroids, space mines and Etron rockets as they flash toward you.

Hugging the planet's surface, dodging defence poles and trying to deal with everything else the Hagon's throw at you, you remind yourself that the fate of an entire galaxy rests on the outcome of your mission; you must succeed . . . Quasar is for the Commodore 64.

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ELEKTRO STORM

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HOPPER

Help FERGUS and his friends across the highway avoiding the traffic, and then over the treacherous river on the backs of turtles and logs to the safety of the lilly pond.

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Drive your 500b.h.p. racing car around a giant maze (9 times the size of the TV screen on the ZX81 version, 32 times for the spectrum). Watch out for the hazards — oil, ice, fallen rocks etc. Not the least of your worries are the chase cars also

in the maze — one touch with these means instant death!

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PANIC

"It must be a nightmare" he screamed as he ran around the maze of floors, desperately climbing ladders to different levels in a vain attempt to evade the monsters.

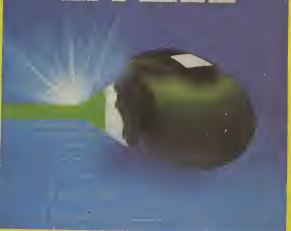
He had only his neutron hammer to dig holes for the vile creatures to fall into, but even then he had to repeatedly hit them before they dropped to their deaths. As if that wasn't bad enough, the oxygen supply was running out!

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LIGHT CYCLE



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KRAZY KONG

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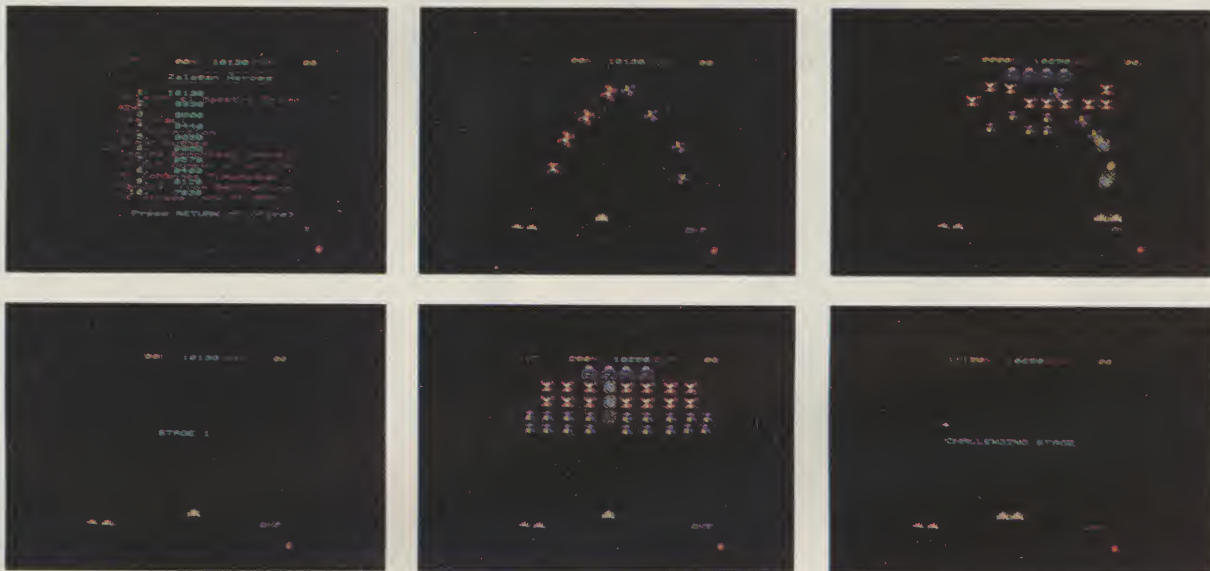
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The CGL M5 is designed and built by Sord, one of Japan's leading computer specialists, with three main ideas in mind.

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The CGL M5 is designed to be easy for non-geniuses to use.

"On the M5, most of the work is done for you, and all that is left is the need to work out what to do next, rather than how to do it." (Personal Computer News, June '83.)

If you make a mistake, you can correct it with a simple movement of the cursor. So you only correct that mistake, not a whole line; nor do you have to indulge in complex edit commands.

Budding video game designers and computer artists will love to get their hands on the 16 colour graphics and 32 moveable images called "sprites."

"The M5 makes professional graphic

effects very simple for even the beginner to achieve." (Personal Computer World, Aug. '83.)

Built to last

"It works first time, doesn't need a lot of mollycoddling and jiggery-pokery to persuade it to continue to do so, and what's even better, it continues to work well. You don't have to balance cold cartons of milk on the top, shove matches in the back to keep the plugs in, or press the keys with several pounds force to make them respond." (Personal Computer News, June '83.)

Being able to build things that work and carry on working without endless maintenance is something at which the Japanese seem to excel.

Built to grow

To be truly versatile, a home computer has to understand very different things.

So you need different "languages," which the M5 provides by supplying part of its memory in plug-in cartridges.

"The M5 eliminates the worst limitations on machines at this level, which is that they tend to be stuck with whatever language is provided by the management." (Personal Computer News, June '83.)

The computer is supplied complete with a Basic-I cartridge, a standard integer BASIC language and a simple learning text.

Plug in the Basic-G cartridge, and you can access the M5's incredibly sophisticated graphic and sound capabilities which are far in advance of similarly-priced computers.

Move on to the Basic-F cartridge, and you have scientific, technological and statistical computing power usually available only

on big computers with equally big price tags.

The FALC cartridge provides a tailor-made language for data management, spreadsheet accounts and business problems. Combine FALC with a disc and you could "turn the M5 into a small business machine." (Personal Computer Magazine, August '83.)

Now, take a look at the back of the M5.



Notice the sockets (usually an extra) for a standard

Centronics-type printer, the separate video monitor and hi-fi sound output.

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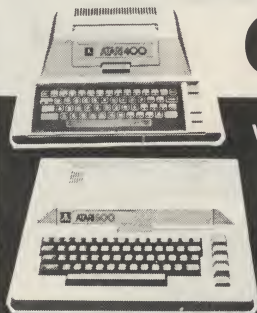


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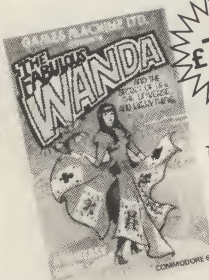
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Egbert works on the production line at 'LEYSPEACE'!

It was a comfortable life until the invasion of the TEBBITES from the planet TOR. Egbert's union has been exterminated and the Tebbites have left their deadly Pets running wild in the workplace. As if that wasn't enough, the evil invaders have forced Egbert to take care of an Egg - damaging the Egg will have fatal consequences for poor Egbert. Egbert is now on piecework - can he earn a decent wage? Can he even survive? **WARNING!** You may get an ulcer by playing this game.

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Remember that all programs printed in the magazine are worth £10 to the authors. If the creators of last month's Apple program and also Atari's Missile Attack could contact me I'd like to hear from you!

SOUND ADVICE

Hints for the Atari still flood in thick and fast.

This one comes from Adam Davis of York. He says that typing POKE 54018,52 will enable you to start the cassette recorder just by pressing play. This saves you having to type CLOAD. You can then access the heads easily for cleaning, or play music through your TV speaker. (The light program, perhaps?)

VIC BEEPS

Chris Bond of Selby, North Yorkshire, sent me this Vic tip which should run on any model.

It will sound a beep whenever a key is pressed, similar to the Atari keyboard. This saves you having to look up to check whether the key has been registered. Once you have typed in the program and run it, you can type NEW but the beeps will continue.

```
10 FOR T= 0 TO 65:READ N: POKE
828+T,N: NEXT T
20 SYS 828: REM this turns on the beeps.
30 DATA 120,169,3,141,21,3,169,73,141,
20,3,88,96,165,197,201,64,208,3,76,191
40 DATA 234,120,169,92,141,20,3,88,76,
191,234,169,13,141,14,144,166,87,232
50 DATA 169,208,141,12,144,224,16,208,
12,162,0,142,12,144,120,169,73
60 DATA 141,20,3,88,134,87,76,191,234
```

HORACE AND THE BUGLETS?

There seems to be even more buglets creeping into professional software. After Jetpac and Arcadia, here's one from Horace and the Spiders — again for the Spectrum.

James Mortleman writes from South Woodford, London, that if you walk backwards on the first sheet after clearing just a few of the obstacles, you will find yourself on screen 2. Useful, eh?

VIC TIPS

Remember that Vic tip from last time about SYS 256 being equivalent to LOAD? I know it isn't, but P. O'Connell from Whickham has sent me this routine which will allow SYS 256 to act as LOAD.

```
10 DATA 169,1,162,1,160,255,32,186,
255
20 DATA 169,0,162,255,160,255,32,
189,255
30 DATA 169,0,162,255,160,255,32,
213,255,76,31,19
```

```
40 FOR X=0 to 29: READ B: POKE
256+X, B: NEXT
and then use SYS 256 for LOAD.
```

BBC CHEATS

BBC tips have been quite scarce in Bug Hunter, so let's remedy that with this offering from Hardy Dore of Queens Park, Bedford.

Here's a way of cheating on Planetoids. If you're legal, decent, honest and truthful then don't read on. If you're not, press BREAK, type PAGE=&3COO (return) and LOAD "Plantl" (return).

When the program has loaded, enter line 150 ?&276B=&99 and then RUN. You now have 99 lives!

BUGGED 'PHONE

I often get telephone calls on the Bug Hunter 'phone (01-278 3881) saying "I've checked this program through a dozen times and it still won't work."

I inform the caller that many readers have had this game working that in most cases I've actually played it myself before it was printed — but I still cannot convince the caller of his or her error.

So you may be interested to read this letter from a reader in Essex.

"I recently wrote to you regarding a possible bug in the Ladder Maze program. I have now found that it was my typing that was at fault. I had typed a full stop instead of a comma at line 960.

Many apologies for this. Although I had checked my listing several times I had overlooked the error every time."

See, it's not always our fault! But even so, I'll still try to help you if you call me during office hours.

ZX CHEATS TOO!

For ZX81 owners, if you were envious of this month's cheating exercise for the BBC, here's one just for you.

It comes courtesy of D. Howie of Bedford — who tells me a way of breaking into auto-run cassettes. As to why anyone should want to stop a game from auto-running I cannot think, but here it is anyway!

Simply type FAST, (N/L) and then RAND USR 836 (N/L). This is similar to LOAD. Start the tape playing and all should go smoothly. Once loaded, you can list or run the program (so he says).

SUBSTRIKE — TEXAS

It may be going back a bit, but you may

PINBALL — SHARP

A minor bug crept into November's Pinball program for the Sharp. After the second quote marks on line 766, add a colon and then GOTO 780.

BY ROBERT SCHIFREEN



be interested to know why that Substrike program which you copied from June's issue for your TI99/4a didn't work. In line 1010, replace A=D1X with A=A+D1X and you should be able to move correctly.

ORIC-BARREL

The Oric program from November's issue, Toll out the Barrel, was printed in capitals, which made a few characters look rather odd. Line 500 is confusing. It should say ... B=B-40.

MANIC PHONES

Many thanks to Andrew Latham for the detailed description of how to get past the telephones in Manic Miner. I'll let you know if I manage it.

C&VG YEAR BOOK

The Computer and Video Games Yearbook for 1984 is now on sale, but unfortunately it has not escaped the infiltration of Mal and his team.

The Atari versions of Pirates and Polyps and Interstellar Intrigue both seem to be causing you lucky readers who have already got their hands on a copy some problems. If you drop us a line, enclosing an SAE, we'll put you right. The same goes for the Spectrum version of Pirates and Polyps. Please mark your envelope with the name of the program which you are interested in.

Well, that's it for another month. Don't forget that you can always talk to me about your computer problems on 01-278 3881. I've just had one of those posh answering machines fitted to the bug phone so if you are suddenly struck by a bug in the middle of the night or at the weekend you can leave me a message. You may also find that the machine is on during the day if I'm tied up with the dreaded Seventh Empire — someone has to type all your moves into the computer! — but leave me a message and I'll call you back.

THE SEVEN

TRADING COMPETITION

Welcome back again to the Seventh Empire — let's start with the result of the trading competition.

This is the part of the game which anyone can enter, even if you're not a registered player in the game.

The idea is to predict which star will have the highest trade index for the coming turn.

The highest value this month is at Jadeg, which notched up a trade index of 1050. Unfortunately no one managed to predict this, so the prize goes back into the hat yet again.

The trade index is calculated by the computer monitoring the number of merchant fleets arriving at and leaving a star system.

Traders coming to the start system are the sellers, and those leaving are the buyers.

Each star also has a trade value. Hearts are elixir stars and are worth 200 points. Diamonds are gem stars and are 150 points. Asterisks are energy stars (100) and circles are gateway stars (50 points).

The equation you need is ...
Trade Index = Trade Value X (buyers/sellers). If you can predict which star will have the highest value, then there'll be some free software in it for your micro.

You'll have to act fast, though. Next month is the last turn of the game.

Send your entry in on a postcard or stuck-down envelope to Seventh Empire Trading Competition, *Computer and Video Games*, Durrant House, 8 Herbal Hill, London EC1R 5EJ.

THE TOP SCORERS

The title of Hero of the Month for turn five goes to M. Walsingham of Surbiton, Surrey. He managed to clock up 4,250 points this turn. He must be fast approaching the top overall score which currently stands at 9,449 for all five turns.

Second this month is M. Dunderdale of Longton, Preston, with 4,000. The rest of the top ten looks like this; 3rd Alan Sparkes

	As	Ba	Ca	Du	Er	Fa	Ga	He	Ix	Ji	Ko	Li	Mu	Nu	Op	Pu	Qa	Ri	So	Tu	Us	Va	Wi	Xu	Yu
Asol		1000	1000	333	500		1000				166				1000	100					1000				
Barov	250		500					500	1000																
Cazuv	500	500		250	1000		1000	1000		111		1000					1000	500	166		1000	1000	1000	166	
Dusup	333		1000		1000	333		1000		1000	1000	333													
Erak	250		500				500	166				1000	500	1000		250	1000		250			1000	83	333	1000
Fadis	1000		1000	1000				1000	1000		250	500			250		1000			1000		250	1000		
Gazor	1000	1000	333			1000				1000	500	166				1000	1000							333	
Hezod	1000										500	250			500	500	500	500							1000
Ixip			250	333	166					250		250					200			1000	333				
Jinis	333	1000				1000	1000									1000	1000		1000						
Kolol	125		250	250	250		1000					1000	250		1000		333	1000	500	333					
Lizag	1000		1000		500				1000	1000			1000		1000		1000	1000	1000					1000	1000
Mupip	1000	83	500				500	1000					500				1000	1000							1000
Nuzet	500			500	500	1000		500	333	83		500		500				1000				1000		500	
Opod		1000				333				1000		333				1000			125			1000	500		
Pulud		1000		333				1000		250		1000							1000					500	
Qavuv			333				500	166		250			1000				125	333	1000						
Rivev	1000				166			250		500			1000												
Soner	166	333	500			1000				1000	1000	1000	333	1000		1000			1000	1000	1000				
Tubox		1000		250			250	1000			250	1000			1000	1000								1000	
Usugx	500		500		500		1000		500	333	1000	166	333		1000			1000		1000		1000			1000
Vasux	1000		1000		500				500			1000	166	1000	1000		500						333		
Widan				1000		1000	1000	250		250	500		500		250										
Xugod			1000		333		500	250		250	500	250		250	250		1000								
Yuses	1000	125		1000		1000	500		1000	1000	500		500	1000	100		1000				62				

of Havant, Hants (3,750), 4th K. Whitefield, Strood, Rochester (3,730). 5th is A. Jackson from Burnley, Lancs (3,500), 6th A. Taylor of Tarleton, Lancs (3,445), 7th G. Marshall of Redditch, Worcs (3,250), 8th T. White of Haxby, York (3,163), 9th is M. Allen of Fulham, London, with 3,100 and 10th is David Speight from Blackpool with 3000. Congratulations to all.

To find your own profit for this turn, look at the black and white table. Cargo profits are printed normally while plunder profits are white on black.

The names down the left column are the stars travelled from; the star travelled to is printed along the top.

Orders are now due in for turn six. This is the last turn of the game, and the player who comes out on top overall next month will be announced the grand winner. The lucky player will receive a brand new ColecoVision games centre.

Orders must be in by Friday 25th November. I keep a list of any orders which arrive too late to be included, so if you think that your moves may have been late give me a ring on the special phone number and I'll let you know.

If you are desperate, you can phone your moves in to the Bug Hunter answering machine, but ONLY during the weekend after the closing date. Your moves will then be added to the list on Monday morning.

Compare new star to the star you left		Moving orders
MOVE:	Does it belong to a friendly empire? Is it 1 square away, either vertically, horizontally or diagonally?	
TRADE:	Does it belong to a friendly empire? Is it 1 square away, either vertically, horizontally or diagonally? Is it a different star type?	
RAID:	Is it 1 square away, vertically or horizontally but not diagonally?	Is it the first movement phase?
	Does it belong to an alien empire?	Is it followed by a Return order?
RETURN:	Is the fleet Returning to a star belonging to the same empire as it left on the first movement phase?	Is it the second movement phase?
	Is it 1 square away, vertically or horizontally but not diagonally?	Does it follow a Raid order?
ATTACK:	Does it belong to an enemy empire?	If it's first movement phase, is it followed by a Stay order?
	Is it 1 square away, vertically or horizontally but not diagonally?	If it's second movement phase, did fleet move in its own empire on first movement phase?
STAY:	Is fleet staying at present star?	Was your first order anything but a Raid order?
CARGO, JUMP AND PLUNDER:	Does fleet start game turn at a Gateway Star?	Has it only one order over both movement phases?
	Does it move to a Gateway Star?	Is the other movement phase crossed out?
	Is it a different Gateway Star?	

Friendly = Empire which a fleet's current empire is **not** at war with.
Enemy = Empire which a fleet's current empire is at war with.
Same = **Same** empire as the one you've left.
Alien = A star belonging to an empire **other** than the one you left.

The Checklist Chart is one way of ensuring that you have not entered an illegal order which may result in one of your fleets becoming lost in space.

Whatever movement orders you have given each of your seven fleets, they should be checked against this chart. And if you can answer "Yes" to each of the questions set out there, then the move is a valid one.

If you come up with a "No" then the order is illegal in that context. In order to prompt "Yes" answers, some of the questions are phrased in an unusual way.

SEVENTH EMPIRE

BATTLE REPORT

There were 23 battles this month. Once again the defenders held out against the few attackers. Battle bonuses were all zero, except at Zapus (-2) and Girix (-3). The raid penalty for this month is again 1.

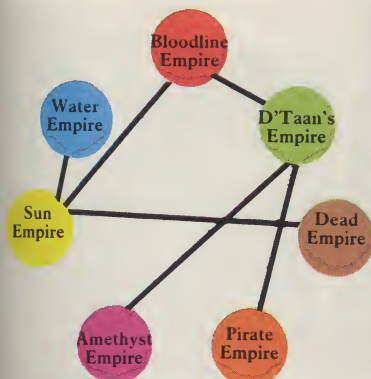
The Imperial Ships are positioned like this... D'Taans science Empire ship is at Soner and is now controlled by player 3201. The Sun Ship it at Widan is belongs to player 1781. The Pirate Ship was not moved last time, but can now be moved by player 2064. Bloodline is at Gazor (player 1780), Dead at Yuses (2300), Amethyst at Usug (player 1877) and Water at Mupip (2182).

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He must know when to plunge into the risks of battle and try to alter the galactic map and he must use the space-jumping Gateways wisely, running merchandise or trading the profitable routes.



The Diplomatic Diagram

FOZUX ○	LARUB ♦	YIBET ♦	XOLIP ♥	ITIL ♥	FUNUS ♥	LULIP ♦	YANGK ♥	XOKEG ♦	ISOX ○
251 0 222 0 263 0 259 0 206 200 230 150 222 180 259 400 220 150 211 0									
VIZAX ○	QIRUS ♥	HAZAN ♦	ABOB ○	SONER *	VEPOZ ♥	QATOT ○	HEZOD *	ASOL *	SUXEK ♥
218 500 217 200 243 50 236 200 379 37 211 88 241 118 407 100 410 40 227 142									
BAROV *	WIDAN *	RURUS ○	MUPIP *	NAXIG ○	BETID ♦	WAVAB ○	RIVEV *	MEGUD ○	NABOK ○
321 37 312 90 240 62 345 45 218 100 214 83 226 100 361 12 218 150 211 116									
DALIX ♥	OLEX ♥	TASAT ♥	CAZUV *	GOVAX ♥	DITUG ♦	OKAP ♥	TOXAZ ♦	CIXAN ♦	GOTEG ♥
225 400 253 142 252 66 300 50 226 480 252 90 268 300 201 330 240 56 222 100									
ERAK *	KOVEP ♦	USUG *	PEBOB ♥	JADEG ♦	ENAK ○	KEPAR ♥	UGON ♦	POROV ♦	JINIS *
322 75 312 233 371 50 299 160 236 1050 256 77 234 50 234 120 224 75 304 125									
FADIS *	LOKIK ♥	YUSES *	XAPUS ○	IXIP *	FAGIL ♥	LIZAG *	YODAZ ♦	XUGOD *	IBED ♥
329 33 248 150 327 62 223 30 390 100 246 160 351 62 227 75 358 0 246 200									
VASUX *	QUXIN ○	HIPEB ♦	ASOR ○	SIDAL ♥	VIZET ♦	QAVUV *	HAKUB ○	APEL ♦	SABAG ♥
319 16 214 137 244 283 250 58 239 171 265 37 384 57 227 300 268 88 244 200									
BUREP ♥	WAGAP ♥	ROLEK ♥	MINEP ○	NUVEX ♥	BAZIX ○	WUWIV ♥	RORUL ♥	MEDEN ♦	NUZET *
209 600 213 100 256 200 218 116 261 169 233 100 216 0 268 200 224 550 345 25									
DUSUP *	OPOD *	TUBOX *	CIGER ○	GAZOR *	DABAG ♥	OTAN ♦	TUXUX ○	CESER ♥	GIRIX ♦
306 0 309 133 306 70 230 45 432 216 235 0 230 105 209 116 224 92 212 225									
ELAR ○	KERUP ♦	ULEB ♥	PIRAD ♥	JAXEL ○	EDIB ♦	KOLOL *	UKOP ○	PULUD *	JUVAK ♦
222 200 267 56 206 200 239 127 245 300 215 0 355 10 210 150 346 200 219 250									

The Galactic Map

Orders in Block Caps please

Name:

Code No: Telephone No:

	AT	1st Movement phase		2nd Movement phase	
		ACTION	STAR	ACTION	STAR
FLEET 1					
FLEET 2					
FLEET 3					
FLEET 4					
FLEET 5					
FLEET 6					
FLEET 7					

I wish to move the Empire's Imperial Ship from to

Please notify us separately of any change of address.

For big softies

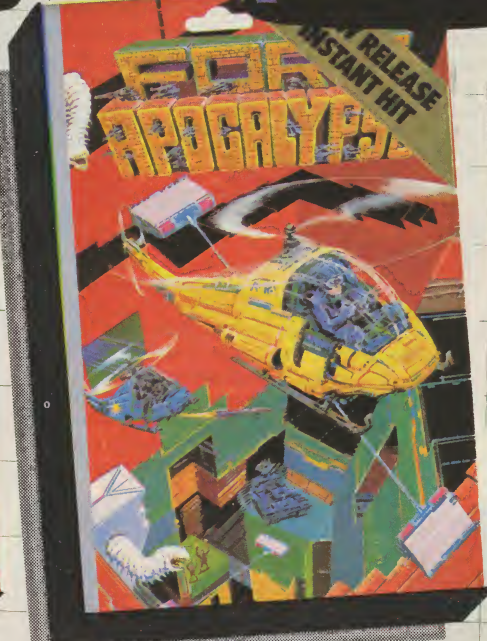
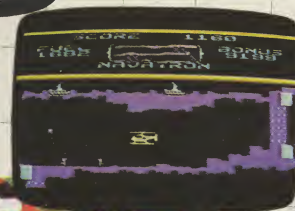
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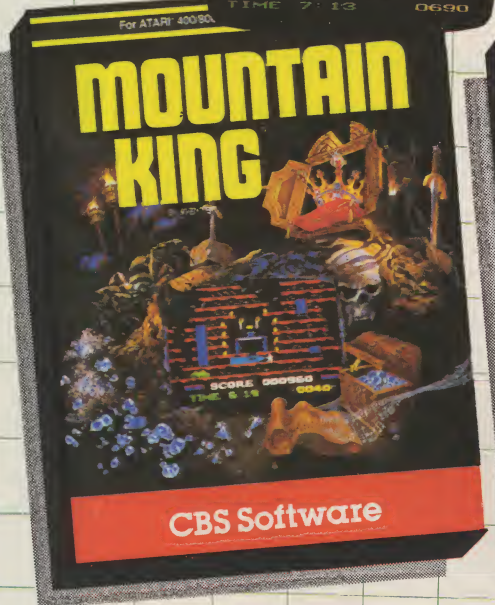
CHOPLIFTER! ATARI-COM 64

Most of us would like to be heroes. Trouble is we're often not properly prepared when the chance to do something heroic comes along. This is your chance.



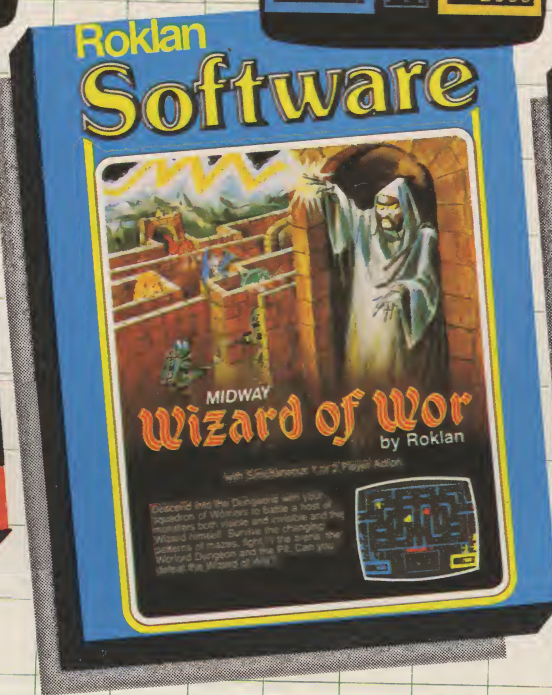
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Rampaging bats flap by trying to steal back the Flame Spirit you have just acquired, and the giant spider lurks to snare you in its web.



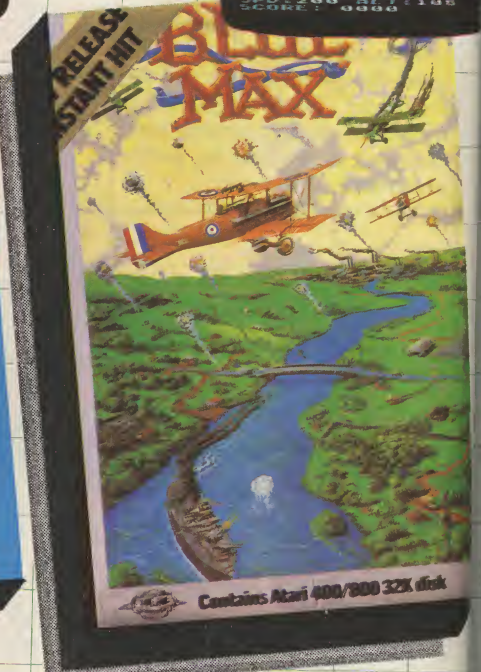
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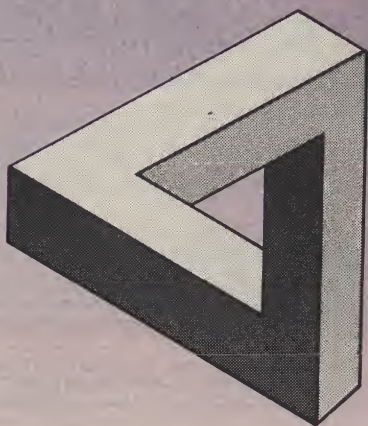
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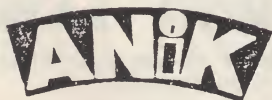
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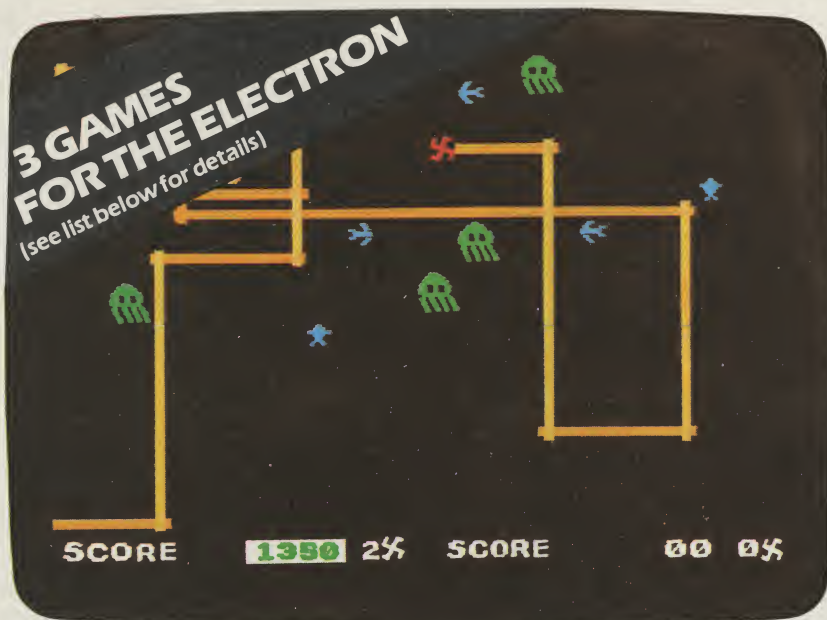
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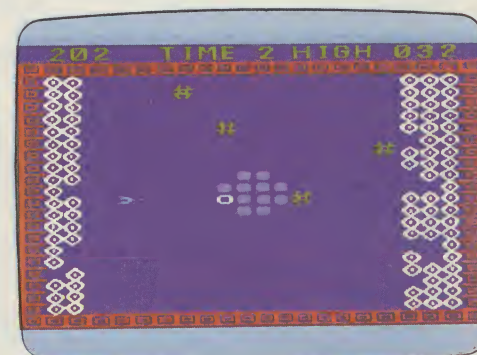
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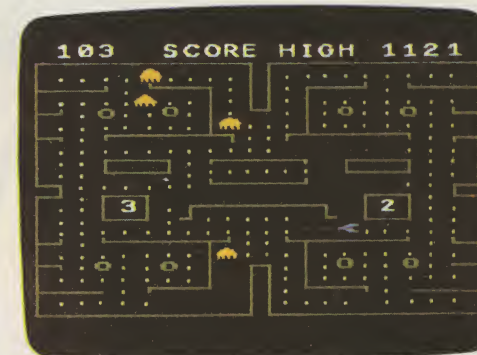
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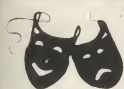
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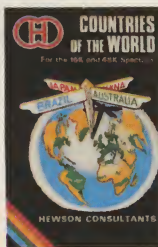
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you send us, including the cassette itself.

This form will merely help us to keep a check on your game as it goes through our testing process and make sure we have all the information we need to present it properly in the magazine.

If you don't want to cut up the magazine, we will accept photocopies or close copies of this page. This form will be appearing regularly in C&VG issues from now on.

Remember we pay £10 for each listing published and you could win our Programmer of the Year Contest where we will try to turn the winner into a best-selling games author.

Program name:

Machine make: Model

Other models it should run on: Number of K needed to run it:

Other equipment (joysticks, Extended Basic, add ons, etc.) needed to run it:

Author's Christian name: Sur-name:

Address:

Tel: Date:

Type of game: (If original please say so)

Loading instructions:

Game instructions: (If not included in the listing)

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Date received:

Acknowledgement sent: ☐

Name of evaluator:

Date sent out:

Date due back:

Needs to be returned to author for alterations: ☐ Date sent:

Due to be published in issue of magazine.

Evaluator's comments

Good enough to publish ☐

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Same game already published on this micro ☐

Wouldn't load ☐

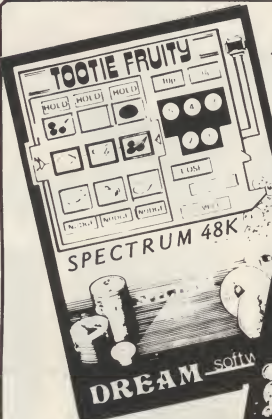
CORRECTION

In a recent ColecoVision T.V. game advertisement reference was made to the maximum cartridge power of Mattel Intellivision.


Mattel Electronics have informed us that their Intellivision Module has a potential maximum game cartridge power of 64K.

Ideal Toy Co. Ltd., wishes to apologise for the inaccuracy and misleading impression which it may have caused.


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STAND BY FOR ADVENTURE

High Adventure will be coming to the pages of *Computer & Video Games* next issue when we proudly present the *C&VG* Book of Adventure. It will be packed with reviews, features and competitions — a must for experienced Adventurers and those of you thinking about taking a break from space shoot outs. The whole thing is being masterminded by *C&VG*'s Adventure supremo Keith Campbell, and he'll be writing about the history of Adventure, reviewing games, presenting a big helping of your letters, and answering your Adventure problems.

We've also managed to collar the man who has written some of the best Adventures of all time — Scott Adams. He'll be revealing a few secrets and talking about his now famous series of Adventures.

There will be features on writing Adventures, mapping to solve them and the play-by-mail games that keep the Post Office busy!

The Book of Adventure will also include a look at the recent video-game Adventure boom — plus much more. Can you afford to miss it? Demand is bound to be high for this issue of *C&VG* — so place your order now!

Meanwhile — within the pages of *Computer & Video Games* — the magazine, something is stirring. All the regular features will be there — plus the second in our new Program Extra series. In conjunction with our Book of Adventure we'll be starting off a special Adventure listing series for the Sharp MZ80k by Frank Rodney.

On the games front we've uncovered an original and very addictive game for the Spectrum called Demolition. Our reviewers say it's the best game they've seen for a long time with great graphics and an even better playability rating!

For Atari owners we'll be pre-

sending a little number called Crash Landing — watch out for the flying wreckage! And, yes, Vic-20 owners, Turnip Turmoil will actually appear in our January issue. We just couldn't get them dug up in time for this issue!

Meanwhile, Texas owners will be watching the skies for Paratroopers, our offering for the TI, and those of you with a Sharp could suddenly become bird-watchers if you like our listing for your machine, called Eagle. These creatures definitely don't have bird-brains!

Moving on to the Dragon there will be a nifty little listing for this particular micro called Road Runner. Beep! beep! We also hope to add the ZX81, Atom — and, of course, the BBC B to our list for next issue. Phew!

Moving on to competitions — yes, we'll find room for them too — we hope to be able to put up those three Coleco ADAM family computer systems on offer. Unfortunately they just couldn't make it across the Atlantic in time for this issue.

Plus whatever we dream up in time to go into the issue — so don't forget to rush out to your newsagents on December 16th and grab a copy of *C&VG* with free Book of Adventure. You know it makes sense!

OUR SCRABBLE WINNERS . . .

There was a tremendous response to the Scrabble competition announced in *C&VG*'s October issue and we have now chosen the six finalists who scored the highest number of points. They will all go forward to a grand final, the venue to be announced later, where they will battle it out over the Scrabble board. The winner will receive a 48k Spectrum and scrabble tape from Psion as first prize with the five runners up receiving a De-

Luxe Scrabble Set from Spears.

The six finalists were: Andrew Scott, Peterborough with 341 points; P. Lewis, Sheffield with 341 points; Miss R. Chapman, Sheffield with 341 points; I. MacNiell, Fort William with 341 points; Peter Foord, Avon with 339 points and Mrs Margo McDonagh, Ireland with 338 points.

Our scrabbling expert commented that some people got higher scores but were eliminated as they didn't play according to the rules. They used the letters of one hand to make several different words in the same go.

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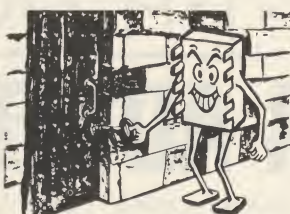


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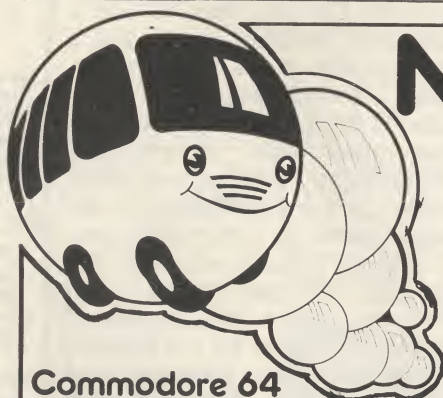
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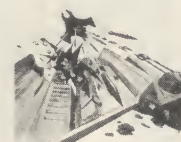
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The computer also controls Bogul – the guardian of the corridors who can reduce your thought power (ESP) every time it finds and bogulises you, so you'd better listen out for its approaching footsteps!

Should you locate the computer and should your ESP be sufficient you'll have to pull on all your energy to try and master the 3 digit self destruct code.

With this done, now is the time to escape from the corridors. No door codes to worry about this time. But its no easy task as Bogul will have cloned – how many times though? Well that depends on how long you took to crack the self destruct code. There could be as many as

eight! And you'd better be careful as only one Bogulisation and you've had it!

Full colour graphics, sound effects and, of course, 3D machine code action as you would expect from Malcolm Evans 'the 3D expert*', to push your 48K Spectrum to its limits. 'Corridors of Genon' is supplied with a keyboard overlay and is also compatible with the Kempston joystick.

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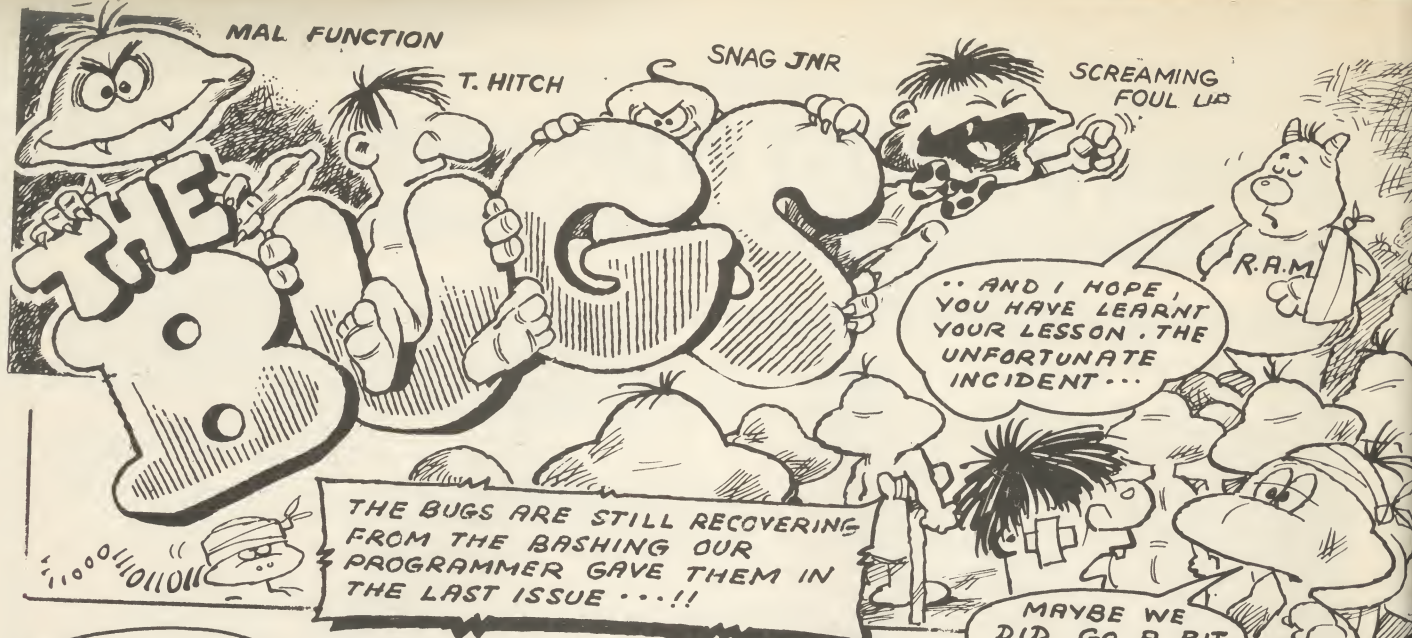
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YERK!

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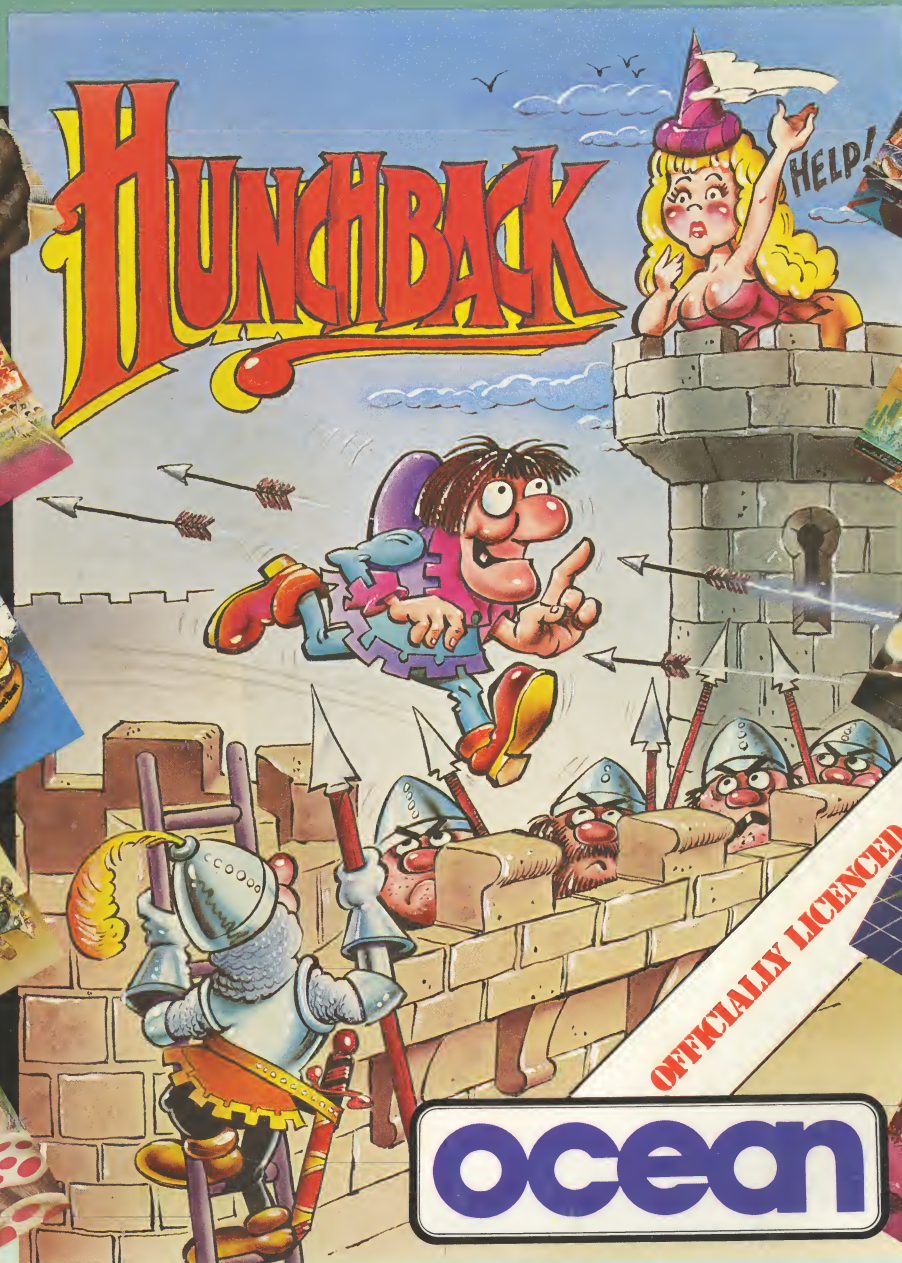
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